FREE WITH ISSUE 230 OF COMPUTER AND VIDEO GAMES

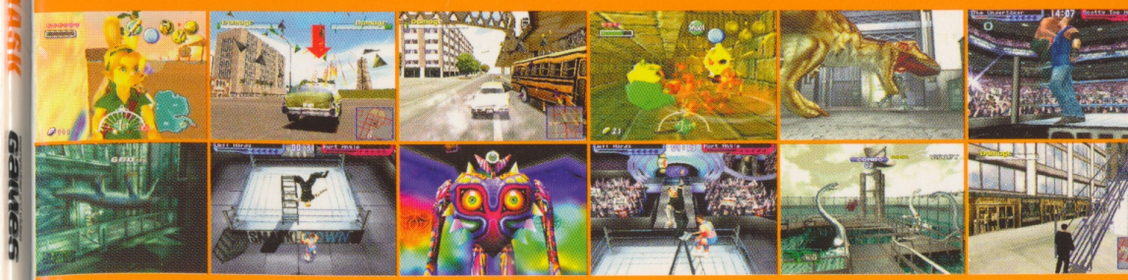
NOT TO BE SOLD SEPERATELY

SMACKDOWN! 2 DRIVER 2 DINO CRISIS 2 ZELDA: MAJORA'S MASK

THE OFFICIAL computer and video GAMES GUIDE TO...

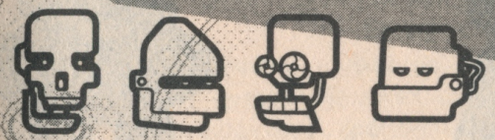
SMACKDOWN! 2
DRIVER 2
DINO CRISIS 2
ZELDA: MAJORA'S MASK

THIS XMAS' BIGGEST GAMES BUSTED TO BITS
YOU CAN'T LOSE!



FREE TIPS & CHEATS FROM THE TEAM YOU CAN TRUST

The Masters



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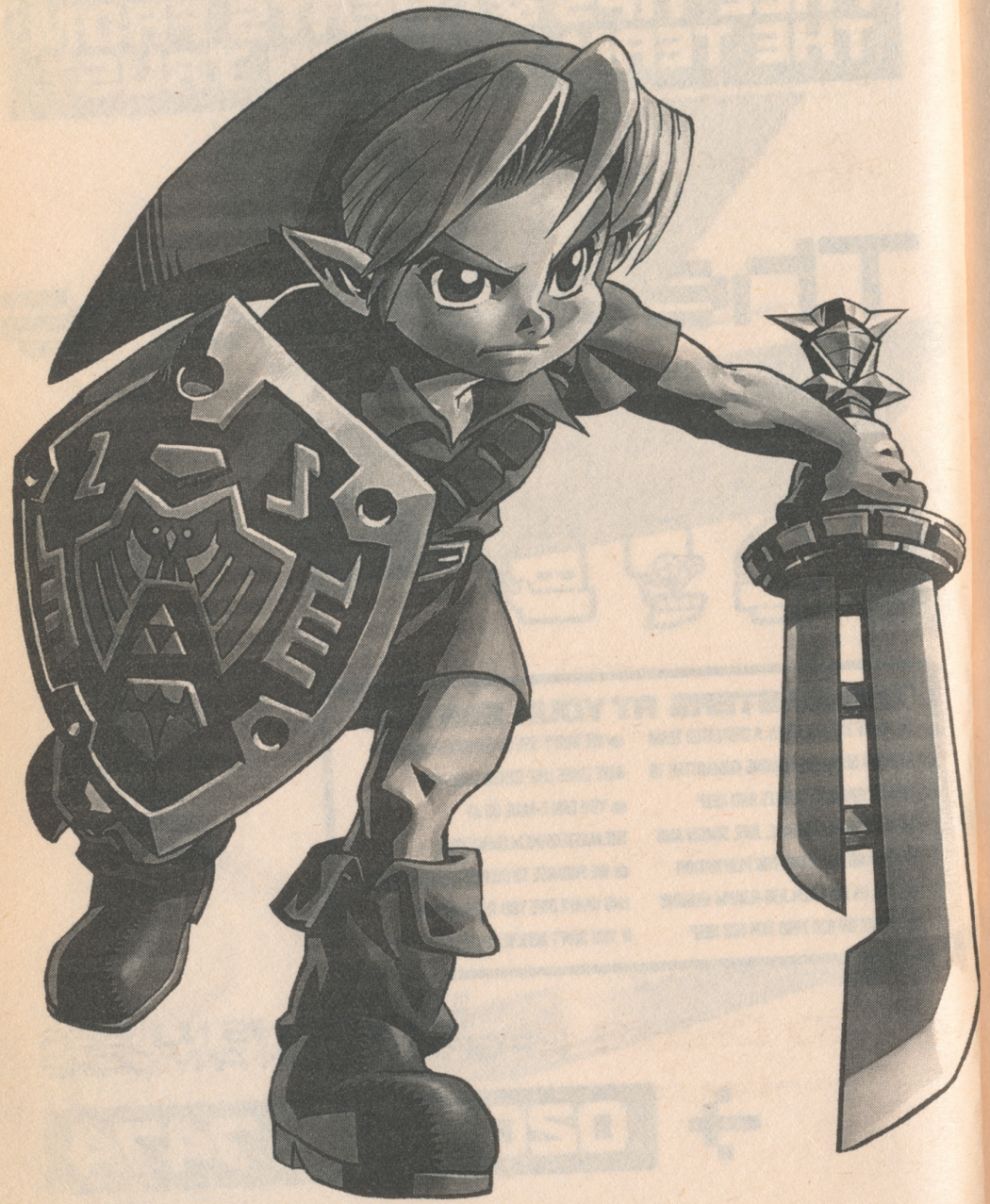


WWF SMACKDOWN! 2 6

Full moves list!

PlayStation.

DRIVER 2 72

From start to finish

PlayStation.

THE LEDGEND OF ZELDA: MAJORA'S MASK 93

All the masks

NINTENDO64

DINO CRISIS 2 131

All monsters mashed!

PlayStation.

The official CVG guide to...

WWF SMACKDOWN 2

THE ROCK

GRAPPLE FROM FRONT

Throw: ●
DDT: ●↓
Scoop Slam: ●←
Overhand Punch: ●↑
Suplex 1: ●→

GRAPPLE WHEN GROGGY

Throw: ●
Piledriver: ●↓
The Rock Bottom: ●←
Oklahoma Slam: ●↑
Jump Swinging DDT: ●→

GRAPPLE FROM BEHIND

Throw: ●
Atomic Drop: ●↓
Back Drop: ●←
Sleeper Hold 1: ●↑
Russian Leg Sweep: ●→

GRAPPLE UPPER BODY-GROUND

Raise The Opponent Up: ●
Pin: ●↓
Knee Smash: ●←
Mounted Punching 1: ●↑
Sleeper Hold 1: ●→

GRAPPLE LOWER BODY-GROUND

Raise The Opponent Up: ●
Pin: ●↓
Leg Lock: ●←
Knee Stomp: ●↑
Kick To Leg: ●→

ATTACK

The Rock Punches 1: ⊗
Clothesline: ⊗↓
Toe Kick: ⊗↑
Chop: ⊗←
The Rock Punches 2: ⊗↓
Double Axe Handle: ⊗↑
Elbow Smash: ⊗→

ATTACK ON THE GROUND

Angry Stomp: ⊗
Elbow Drop: ⊗↑/↓
Rock Stomp: ⊗←/→

GRAPPLE AT THE ROPE

Throw to the rope: ●

FROM FRONT AT TURNBUCKLE

Throw: ●
Superplex: ●↑/↓
Shoulder Thrust: ●←/→

FROM REAR AT TURNBUCKLE

Throw: ●
Beat Head: ●↑/↓

FROM LOWER TURNBUCKLE

Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK

Elbow Drop: ⊗
Knee Drop: ⊗↓
Missile Dropkick: ⊗←
Elbow Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE

Baseball Slide: ⊗

DIVE AT ROPE

Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT

Neckbreaker: ●
Rolling Clutch Pin: ●↑/↓/←/→
Clothesline: ⊗
Shoulder Block: ⊗ ↑/↓/←/→

RUNNING BEHIND OPPONENT

Facecrusher 2: ●

OPPONENT RUNNING

Samoan Drop: ●
The Rock Spinebuster: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE

Throw: ●
Hip Throw: ●↓
Mudhole Stomping: ●←
Spike Piledriver: ●↑
Body Splash & Whip: ●→

STEVE AUSTIN

GRAPPLE FROM FRONT

Throw: ●
Side Buster: ●↓
Scoop Slam: ●←
Club To Neck: ●↑
Knee Attack: ●→

GRAPPLE WHEN GROGGY

Throw: ●
Piledriver: ●↓
Stunner: ●←
Jawbreaker 1: ●↑
Suplex 1: ●→

GRAPPLE FROM BEHIND

Throw: ●
Russian Leg Sweep: ●↓
Back Drop: ●←
Sleeper Hold 1: ●↑
Bulldog: ●→

GRAPPLE UPPER BODY-GROUND

Raise The Opponent Up: ●
Pin: ●↓
Kick to Groin: ●←
Knee Stomp: ●↑
Leg Lock: ●→

GRAPPLE LOWER BODY-GROUND

Raise The Opponent Up: ●
Pin: ●↓
Mounted Punching 1: ●←
Mounted Punching 1: ●↑
Mounted Punching 1: ●→

ATTACK

Austin Punches: ⊗
Clothesline: ⊗↓
Toe Kick: ⊗↑, ↓
Snap Jab: ⊗←
Body Punch: ⊗→, ↓
Overhand Punch: ⊗↑
Elbow Smash: ⊗→

ATTACK ON THE GROUND

Angry Stomp: ⊗
Angry Stomp: ⊗↑/↓
Austin Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE

Guillotine: ●

FROM FRONT AT TURNBUCKLE

Throw: ●
Foot Choke: ●↑/↓
Shoulder Thrust: ●←/→

FROM REAR OF TURNBUCKLE

Throw: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

FROM LOWER TURNBUCKLE

Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK

Diving Elbow: ⊗
Elbow Drop: ⊗↓
Flying Clothesline: ⊗←
Diving Elbow: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE

Dive Through Ropes: ⊗

DIVE AT ROPE

Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT

Lou Thesz Press 1: ●
Lou Thasz Press 2: ●↑/↓/←/→
Power Clothesline: ⊗
Shoulder Block: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT

Bulldog: ●

OPPONENT RUNNING

Monkey Toss: ●
Shoulder Back Toss: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE

Throw: ●
Spine & Neckbreaker: ●↓
Mudhole Stomping: ●←
Headbutt to groin: ●↑
Body Splash & Whip: ●→

UNDERTAKER

GRAPPLE FROM FRONT
Irish Whip: ●
Shoulder Breaker: ●↓
Hard Scoop Slam: ●←
Club To Neck: ●↑
DDT: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Tombstone Piledriver: ●↓
Chokeslam: ●←
Stomach Crusher: ●↑
Rib Breaker: ●→

GRAPPLE FROM BEHIND
Throw: ●
Pumphandle Slam: ●↓
Reverse DDT: ●←
Sleeper Hold 1: ●↑
Atomic Drop: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Darkness Choke: ●←
Mounted Punching 1: ●↑
Sleeper Hold 1: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Leg Lock: ●←
Knee Stomp: ●↑
Kick To Leg: ●→

ATTACK
Throat Thrust: ⊗
Clothesline: ⊗↓
Toe Kick: ⊗↑, ↑
Austin Punches: ⊗←
Body Punch: ⊗↓, ↓
Double Axe Handle: ⊗↑
Back Elbow Smash: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Leg Drop: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Chokeslam: ●↑/↓
Body Strikes: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Knee Drop: ⊗
Elbow Drop: ⊗↓
Flying Clothesline: ⊗←
Knee Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Running DDT: ●↑/↓/←/→
Flying Lariat: ⊗
Diving Shoulder: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Monkey Toss: ●
Shoulder Back Toss: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Front Slam: ●↓
Mudhole Stomping: ●←
Powerbomb: ●↑
Body Splash & Whip: ●→

TRIPLE H

GRAPPLE FROM FRONT
Irish Whip: ●
Knee Smash: ●↓
Scoop Slam: ●←
Overhand Punch: ●↑
Arm Wrench: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Pulling Piledriver: ●↓
Jumping Arm Breaker: ●←
Rib Breaker: ●↑
Manhattan Drop: ●→

GRAPPLE FROM BEHIND
Throw: ●
Reverse DDT: ●↓
Back Drop: ●←
Dragon Sleeper: ●↑
Bulldog: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Knee Smash: ●←
Mounted Punching 1: ●↑
Fury Punch: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Figure 4 Leg Lock 1: ●←
Knee Stomp: ●↑
Kick To Leg: ●→

ATTACK
Snap Jab: ⊗
Clothesline: ⊗↓
Toe Kick: ⊗↑, ↑
Snap Jab: ⊗←
Elbow Smash: ⊗↓, ↓
Double Axe Handle: ⊗↑
Chop: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗↑/↓
Double Knee Drop: ⊗←/→

GRAPPLE AT THE ROPE
Throw to the rope: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Shoulder Thrust: ●↑/↓
Superplex: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Knee Drop: ⊗
Diving Elbow: ⊗↓
Flying Clothesline: ⊗←
Elbow Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Spear: ●↑/↓/←/→
Jumping Knee Attack: ⊗
Clothesline: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Monkey Toss: ●
Knee Smash: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Spike Piledriver: ●↓
Mudhole Stomping: ●←
Stomach Crusher: ●↑
Body Splash & Whip: ●→

X PAC

GRAPPLE FROM FRONT
Throw: ●
Headlock And Punch: ●↓
Snapmare: ●←
Eye Rake: ●↑
DDT: ●→

GRAPPLE WHEN GROGGY
Throw: ●
Fisherman Suplex: ●↓
SPinning Back Drop: ●←
Jumping Tornado DDT: ●↑
Hurracanrana: ●→

GRAPPLE FROM BEHIND
Throw: ●
Reverse Pin: ●↓
Facecrusher 2: ●←
Sleeper Hold 2: ●↑
Low Blow: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Sleeper Hold 1: ●←
Mounted Punching 1: ●↑
Mahistrol Cradle: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Kick To Leg: ●←
Knee Stomp: ●↑
Kick To Groin: ●→

ATTACK
Middle Kick: ⊗
SPinning Wheel Kick: ⊗↓
Low Kick: ⊗↑, ←
SPinning Back Kick: ⊗←
Snap Jab: ⊗↓, →
Double Axe Handle: ⊗↑
SPinning Kick: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗↑/↓
Leg Drop: ⊗←/→

GRAPPLE AT THE ROPE
Throw to the rope: ●

FROM FRONT OF TURNBUCKLE
Throw: ●
Mudhole Stomping: ●↑/↓
10 Punch: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Super Back Drop: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Bronco Buster: ⊗

DIVING ATTACK
Knee Drop: ⊗
Diving Moonsault: ⊗↓
SPinning Wheel Kick: ⊗←
Diving Leg Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Rope Flip1: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Rolling Clutch Pin: ●↑/↓/←/→
Flying Lariat: ⊗
SPinning Wheel Kick: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Facecrusher 2: ●

OPPONENT RUNNING
Monkey Toss: ●
Farewell: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Throw: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Spike Piledriver: ●↑
Body Splash & Whip: ●→

ROADDOGG

GRAPPLE FROM FRONT
Throw: ●
Jumping Arm Breaker: ●↓
Snapmare: ●←
Suplex 1: ●↑
Double Arm Suplex 2: ●→

GRAPPLE WHEN GROGGY
Throw: ●
Jacknife Powerbomb 1: ●↓
DDT: ●←
Stomach Crusher: ●↑
Fall away Slam: ●→

GRAPPLE FROM BEHIND
Throw: ●
School Boy: ●↓
Back Drop: ●←
Sleeper Hold 1: ●↑
Low Blow: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Shaky Knee Drop: ●←
Mounted Punching 1: ●↑
Reverse Chin Lock: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Toss: ●←
Knee Stomp: ●↑
Kick To Leg: ●→

ATTACK
Shake Jab: ⊗
Dropkick: ⊗↓
Toe Kick: ⊗↑, ←
Snap Jab: ⊗←
Chop: ⊗↓, →
Double Axe Handle: ⊗↑
Body Punch: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗↑/↓
Austin Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Throw to the rope: ●

FROM FRONT OF TURNBUCKLE
Throw: ●
Mudhole Stomping: ●↑/↓
10 Punch: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Super Back Drop: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Diving Elbow: ⊗
Test Diving Elbow: ⊗↓
Missile Dropkick: ⊗←
Knee Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker Drop: ●
Rolling Clutch Pin: ●↑/↓/←/→
Clothesline: ⊗
Back Elbow Attack: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
School Boy: ●

OPPONENT RUNNING
Monkey Toss: ●
Powerslam: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Throw: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Spike Piledriver: ●↑
Body Splash & Whip: ●→

BADD ASS BILLY GUNN

GRAPPLE FROM FRONT
Throw: ●
Arm Wrench: ●↓
Headlock And Punch: ●←
Club To Neck: ●↑
Brainbuster: ●→

GRAPPLE WHEN GROGGY
Throw: ●
Piledriver: ●↓
Falling Neckbreaker: ●←
Body Press Slam: ●↑
DDT: ●→

GRAPPLE FROM BEHIND
Throw: ●
Atomic Drop: ●↓
Bulldog: ●←
Back Drop: ●↑
Russian Leg Sweep: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Sleeper Hold 1: ●←
Mounted Punching 1: ●↑
Reverse Chin Lock: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Toss: ●←
Knee Stomp: ●↑
Leg Lock: ●→

ATTACK
Snap Jab: ⊗
Dropkick: ⊗↓
Toe Kick: ⊗↑, ↑
Chop: ⊗←
Elbow Smash: ⊗↓, ↓
Double Axe Handle: ⊗↑
Austin Punches: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Austin Elbow Drop: ⊗↑/↓
Knee Drop: ⊗←/→

GRAPPLE AT THE ROPE
Throw to the rope: ●

FROM FRONT OF TURNBUCKLE
Throw: ●
Tornado DDT: ●↑/↓
Shoulder Thrust: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Super Back Drop: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Knee Drop: ⊗
Test Diving Elbow: ⊗↓
Diving Fame Asser: ⊗←
Diving Elbow: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Rolling Clutch Pin: ●↑/↓/←/→
Back Elbow Attack: ⊗
Dropkick: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Sleeper Hold: ●
Powerslam: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Throw: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Stomach Crusher: ●↑
Body Splash & Whip: ●→

KANE

GRAPPLE FROM FRONT
Throw: ●
Lifting Chokehold: ●↓
Hard Scoop Slam: ●←
Club To Neck: ●↑
Side Buster: ●→

GRAPPLE WHEN GROGGY
Throw: ●
Tombstone Piledriver: ●↓
Pendulum Backbreaker: ●←
Stomach Crusher: ●↑
Shoulder Breaker: ●→

GRAPPLE FROM BEHIND
Throw: ●
Reverse DDT: ●↓
Back Drop: ●←
Full Nelson Slam: ●↑
Reverse Brainbuster: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Darkness Choke: ●←
Mounted Punching 1: ●↑
Camel Clutch: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Toss: ●←
Knee Stomp: ●↑
Kick To Leg: ●→

ATTACK
Body Punch: ⊗
Big Boot: ⊗↓
Toe Kick: ⊗↑, ↑
Kane Throat Thrust: ⊗←
Clothesline: ⊗↓, ↓
Overhand Punch: ⊗↑
Chop: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Throw: ●
Mudhole Stomping: ●↑/↓
Choke: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗↓
Flying Clothesline: ⊗←
Elbow Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Neckbreaker Drop: ●↑/↓/←/→
Clothesline: ⊗
Power Clothesline: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Monkey Toss: ●
Whirl Sideslam: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Throw: ●
Double Chokeslam : ●↓
Mudhole Stomping: ●←
Stomach Crusher: ●↑
Body Splash & Whip: ●→

CHRIS JERICO

GRAPPLE FROM FRONT
Throw: ◉
DDT: ◉🡻
Snapmare: ◉🡸
Jumping Arm Breaker: ◉🡹
Snap Suplex: ◉🡺

GRAPPLE WHEN GROGGY
throw: ◉
Double Powerbomb: ◉🡻
DoublearmBackbreaker: ◉🡸
Jacknife Powerbomb 1: ◉🡹
Pendulum Backbreaker: ◉🡺

GRAPPLE FROM BEHIND
Throw: ◉
Reverse Pin: ◉🡻
Back Drop: ◉🡸
Reverse DDT: ◉🡹
Facecrusher 2: ◉🡺

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Knee Smash: ◉🡸
Mounted Punching 1: ◉🡹
Cocky Pin: ◉🡺

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Leg Lock: ◉🡸
Knee Stomp: ◉🡹
Kick To Leg: ◉🡺

ATTACK
Snap Jab: ⊗
Dropkick: ⊗🡻
Toe Kick: ⊗🡹, 🡸
SPinning Back Kick: ⊗🡸
Austin Punches: ⊗🡺, 🡻
Clothesline: ⊗🡹
Chop: ⊗🡺

ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗🡹/🡻
Austin Elbow Drop: ⊗🡸/🡺

GRAPPLE AT THE ROPE
Guillotine: ◉

FROM FRONT OF TURNBUCKLE
throw: ◉
Superplex: ◉🡹/🡻
Mudhole Stomping: ◉🡸/🡺

FROM REAR OF TURNBUCKLE
Throw: ◉
Super Back Drop: ◉🡹/🡻/🡸/🡺

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Foot choke: ◉🡹/🡻/🡸/🡺
Knee Attack: ⊗

DIVING ATTACK
Knee Drop: ⊗
Diving Moonsault: ⊗🡻
SPinning Wheel Kick: ⊗🡸
Diving Headbutt: ⊗🡹
Missile Dropkick: ⊗🡺

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Lionsault: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
School Boy: ◉🡹/🡻/🡸/🡺
Flying Forearm Smash: ⊗
SPinning Wheel Kick: ⊗🡹/🡻/🡸/🡺

RUNNING BEHIND OPPONENT
Facecrusher 2: ◉

OPPONENT RUNNING
Arm Drag: ◉
Shoulder Back Toss: ◉🡹/🡻/🡸/🡺

DOUBLE TEAM AT TURNBUCKLE
Throw: ◉
Whip & Lay Down: ◉🡻
Mudhole Stomping: ◉🡸
Backbreaker & Leg Drop: ◉🡹
Body Splash & Whip: ◉🡺

KURT ANGLE

GRAPPLE FROM FRONT
Throw: ◉
Leg Trip: ◉🡻
Hip Throw: ◉🡸
Fireman Carry: ◉🡹
Double Arm Suplex 2: ◉🡺

GRAPPLE WHEN GROGGY
Throw: ◉
Small Package: ◉🡻
Belly To Belly: ◉🡸
Falling Neckbreaker: ◉🡹
Suplex 2: ◉🡺

GRAPPLE FROM BEHIND
Throw: ◉
German Suplex Pin: ◉🡻
Back Side Slam: ◉🡸
Sleeper Hold 2: ◉🡹
Back Drop Pin: ◉🡺

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Sleeper Hold 2: ◉🡸
Mounted Punching 1: ◉🡹
Chicken Wing Crossface: ◉🡺

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Leg Lock: ◉🡸
Knee Stomp: ◉🡹
Standing Leg Lock: ◉🡺

ATTACK
Austin Punches: ⊗
Dropkick: ⊗🡻
Toe Kick: ⊗🡹, 🡸
Chop: ⊗🡸
Elbow Smash: ⊗🡺, 🡻
Double Axe Handle: ⊗🡹
Body Punch: ⊗🡺

ATTACK ON THE GROUND
Angry Stomp: ⊗
Knee Drop: ⊗🡹/🡻
Elbow Drop: ⊗🡸/🡺

GRAPPLE AT THE ROPE
Throw to the rope: ◉

FROM FRONT OF TURNBUCKLE
Throw: ◉
Shoulder Thrust: ◉🡹/🡻
Foot Choke: ◉🡸/🡺

FROM REAR OF TURNBUCKLE
Throw: ◉
Beat Head: ◉🡹/🡻/🡸/🡺

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Foot choke: ◉🡹/🡻/🡸/🡺
Knee Attack: ⊗

DIVING ATTACK
Knee Drop: ⊗
Diving Moonsault: ⊗🡻
Missile Dropkick: ⊗🡸
Elbow Drop: ⊗🡹
Double Axe Handle: ⊗🡺

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
School Boy: ◉🡹/🡻/🡸/🡺
Elbow Attack: ⊗
Cross Body: ⊗🡹/🡻/🡸/🡺

RUNNING BEHIND OPPONENT
Bulldog: ◉

OPPONENT RUNNING
Arm Drag: ◉🡹/🡻/🡸/🡺

DOUBLE TEAM AT TURNBUCKLE
Powerslam: ◉
Throw: ◉🡻
Whip & Lay Down: ◉🡸
Mudhole Stomping: ◉🡹
Hip Throw: ◉🡺

CHRIS BENOIT

GRAPPLE FROM FRONT

Throw: ●
Falling Neckbreaker: ●↓
Hard Scoop Slam: ●←
Club To Neck: ●↑
Snap Suplex: ●→

GRAPPLE WHEN GROGGY

Throw: ●
NorthernlightsSuplex: ●↓
Pendulum Backbreaker: ●←
Standing Crossface: ●↑
Stomach Crusher: ●→

GRAPPLE FROM BEHIND

Throw: ●
German Suplex Pin: ●↓
High Angle Back Drop: ●←
Dragon Sleeper: ●↑
Multiple German Suplex: ●→

GRAPPLE UPPER BODY-GROUND

Raise The Opponent Up: ●
Pin: ●↓
Abdominal Stretch: ●←
Mounted Punching 1: ●↑
Armbar: ●→

GRAPPLE LOWER BODY-GROUND

Raise The Opponent Up: ●
Pin: ●↓
Boston Crab: ●←
Knee Stomp: ●↑
Sharpshooter: ●→

ATTACK

Chop: ⊗
Dropkick: ⊗↓
Toe Kick: ⊗↑, ←
Snap Jab: ⊗←
Double Axe Handle: ⊗→, ↓
Clothesline: ⊗↑
Back Elbow Smash: ⊗→

ATTACK ON THE GROUND

Angry Stomp: ⊗
Knee Drop: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE

Throw to the rope: ●

FROM FRONT OF TURNBUCKLE

Throw: ●
Superplex: ●↑/↓
Mudhole Stomping: ●←/→

FROM REAR OF TURNBUCKLE

Throw: ●
Super Back Drop: ●↑/↓/←/→

FROM LOWER TURNBUCKLE

Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK

Diving Headbutt: ⊗
Knee Drop: ⊗↓
Front Dropkick: ⊗←
Benoit Diving Headbutt: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE

Dive Through Ropes: ⊗

DIVE AT ROPE

Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT

Neckbreaker: ●
Rolling Clutch Pin: ●↑/↓/←/→
Clothesline: ⊗
Elbow Attack: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT

Bulldog: ●

OPPONENT RUNNING

Powerslam: ●
Farewell: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE

Throw: ●
Backbreaker & Leg Drop: ●↓
Mudhole Stomping: ●←
Powerbomb: ●↑
Body Splash & Whip: ●→

EDDY GUERRERO

GRAPPLE FROM FRONT

Throw: ●
Scissor Sweep: ●↓
Arm Drag: ●←
Headlock And Punch: ●↑
Snap Suplex: ●→

GRAPPLE WHEN GROGGY

Throw: ●
HopPing SunsetFlip Pin: ●↓
Hurracanrana: ●←
Cross Backbreaker: ●↑
Brainbuster DDT: ●→

GRAPPLE FROM BEHIND

Throw: ●
Reverse Pin: ●↓
Back Drop: ●←
Sleeper Hold 1: ●↑
German Suplex Pin: ●→

GRAPPLE UPPER BODY-GROUND

Raise The Opponent Up: ●
Pin: ●↓
Face Stretch: ●←
Mounted Punching 1: ●↑
Mahistrol Cradle: ●→

GRAPPLE LOWER BODY-GROUND

Raise The Opponent Up: ●
Pin: ●↓
Mexican Surfboard: ●←
Knee Stomp: ●↑
Mexican Stretch: ●→

ATTACK

Snap Jab: ⊗
Jumping Calf Kick : ⊗↓
Toe Kick: ⊗↑, ←
Chop: ⊗←
Snap Jab: ⊗→, ↓
Dropkick: ⊗↑
Elbow Smash: ⊗→

ATTACK ON THE GROUND

Angry Stomp: ⊗
Elbow Drop: ⊗↑/↓
Double Knee Drop: ⊗←/→

GRAPPLE AT THE ROPE

Throw to the rope: ●

FROM FRONT OF TURNBUCKLE

Throw: ●
Frankensteiner: ●↑/↓
Tornado DDT: ●←/→

FROM REAR OF TURNBUCKLE

Throw: ●
Cross Powerbomb: ●↑/↓/←/→

FROM LOWER TURNBUCKLE

Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK

Knee Drop: ⊗
Twisting Body Attack: ⊗↓
Missile Dropkick: ⊗←
Elbow Drop: ⊗↑
Headscissor Takedown: ⊗→

RUN TO ROPE AND DIVE

Rope Flip2: ⊗

DIVE AT ROPE

Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT

Headscissor Takedown: ●
School Boy: ●↑/↓/←/→
Clothesline: ⊗
Dropkick: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT

School Boy: ●

OPPONENT RUNNING

Arm Drag: ●
Whirl Back Breaker: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE

Throw: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Calf Kick & Sweep: ●↑
Body Splash & Whip: ●→

DEAN MALENKO

GRAPPLE FROM FRONT
Irish Whip: ●
Arm Wrench: ●↓
Snapmare: ●←
Shin Breaker: ●↑
Snap Suplex: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Flip Suplex With Pin: ●↓
Jawbreaker 1: ●←
Stomach Crusher: ●↑
Reverse Armbar: ●→

GRAPPLE FROM BEHIND
Throw: ●
Tiger Suplex Pin: ●↓
Back Drop: ●←
Sleeper Hold 1: ●↑
Atomic Drop: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Knee Smash: ●←
Mounted Punching 1: ●↑
Triangle Hold: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Leg Lock: ●←
Knee Stomp: ●↑
Kick To Leg: ●→

ATTACK
Elbow Smash: ⊗
Jumping Calf Kick : ⊗↓
Toe Kick: ⊗↑, ↑
Chop: ⊗←
Back Elbow Smash: ⊗→, →
Double Axe Handle: ⊗↑
Snap Jab: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Knee Drop: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Mudhole Stomping: ●↑/↓
Superplex: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Super Back Drop: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Knee Drop: ⊗
Elbow Drop: ⊗↓
Front Dropkick: ⊗←
Knee Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Cross Fixed Pin: ●↑/↓/←/→
Elbow Attack: ⊗
Shoulder Block: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
School Boy: ●

OPPONENT RUNNING
Sleeper Hold: ●
Powerslam: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Calf Kick & Tiger : ●↓
Mudhole Stomping: ●←
Calf Kick & Sweep: ●↑
Body Splash & Whip: ●→

PERRY SATURN

GRAPPLE FROM FRONT
Irish Whip: ●
Falling Neckbreaker: ●↓
Gangrel Suplex: ●←
Club To Neck: ●↑
Wrist Clutch Suplex: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
NorthernlightsSuplex: ●↓
Suplex To Front Slam: ●←
Standing Crossface: ●↑
T-bone Suplex: ●→

GRAPPLE FROM BEHIND
Throw: ●
Atomic Drop: ●↓
Back Drop: ●←
Release German Suplex: ●↑
Bulldog: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Armbar: ●←
Mounted Punching 1: ●↑
Rings Of Saturn: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Toss: ●←
Knee Stomp: ●↑
Anklelock: ●→

ATTACK
Austin Punches: ⊗
Sweep: ⊗↓
Toe Kick: ⊗↑, ↑
SPinning Back Kick: ⊗←
Chop: ⊗→, →
Shuffle Side Kick: ⊗↑
Low Kick: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Leg Drop: ⊗↑/↓
Double Knee Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Frankensteiner: ●↑/↓
Shoulder Thrust: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Super Back Drop: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Knee Drop: ⊗
Test Diving Elbow: ⊗↓
Flying Clothesline: ⊗←
Twisting Body Attack: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Rope Flip2: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker Drop: ●
Rolling Clutch Pin: ●↑/↓/←/→
Power Clothesline: ⊗
SPinning Wheel Kick: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Back Flip To Pancake: ●
Spinebuster: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Spine & Neckbreaker: ●↓
Mudhole Stomping: ●←
High Angle Back Drop: ●↑
Body Splash & Whip: ●→

TAZZ

GRAPPLE FROM FRONT
Irish Whip: ●
Manhattan Drop: ●↓
Hip Throw: ●←
Overhand Punch: ●↑
Tazz Belly To Belly: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
NorthernlightsSuplex: ●↓
T-bone Suplex: ●←
Half Belly To Belly: ●↑
Sambo Suplex: ●→

GRAPPLE FROM BEHIND
Throw: ●
German Suplex Pin: ●↓
Tazzplex: ●←
Release German Suplex: ●↑
Half Nelson Suplex: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Mounted Punching 2: ●←
Mounted Punching 1: ●↑
Triangle Hold: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Toss: ●←
Knee Stomp: ●↑
Boston Crab: ●→

ATTACK
Austin Punches: ⊗
Clothesline: ⊗↓
Toe Kick: ⊗↑, ↑
Snap Jab: ⊗←
Body Punch: ⊗↓, ↓
Overhand Punch: ⊗↑
Chop: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Knee Drop: ⊗↑/↓
Double Knee Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Super Tazz Suplex: ●↑/↓
Shoulder Thrust: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Super Back Drop: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Knee Drop: ⊗
Elbow Drop: ⊗↓
Flying Clothesline: ⊗←
Knee Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Spear: ●↑/↓/←/→
Clothesline: ⊗
Shoulder Block: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Tazz Belly To Belly: ●
Powerslam: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Spine & Neckbreaker: ●↓
Mudhole Stomping: ●←
Backbreaker & Leg Drop: ●↑
Body Splash & Whip: ●→

THE GOODFATHER

GRAPPLE FROM FRONT
Irish Whip: ●
Manhattan Drop: ●↓
Hard Scoop Slam: ●←
Club To Neck: ●↑
Suplex 1: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Piledriver: ●↓
Fall away Slam: ●←
Arm Wrench & Hook Kick: ●↑
Shoulder Breaker: ●→

GRAPPLE FROM BEHIND
Throw: ●
Atomic Drop: ●↓
Russian Leg Sweep: ●←
Reverse DDT: ●↑
Bulldog: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Camel Clutch: ●←
Mounted Punching 1: ●↑
Sleeper Hold 1: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Toss: ●←
Knee Stomp: ●↑
Kick To Leg: ●→

ATTACK
Austin Punches: ⊗
Shuffle Side Kick: ⊗↓
Toe Kick: ⊗↑, ↑
Chop: ⊗←
Overhand Punch: ⊗↓, ↓
Clothesline: ⊗↑
Body Punch: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Leg Drop: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
10 Punch: ●↑/↓
Back Elbow Strike 2: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗↓
Shoulder Block: ⊗←
Elbow Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Rolling Clutch Pin: ●↑/↓/←/→
Diving Shoulder: ⊗
Ho Train Attack: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Monkey Toss: ●
Samoan Drop: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Backbreaker & Leg Drop: ●↑
Body Splash & Whip: ●→

D-LO BROWN

GRAPPLE FROM FRONT
Irish Whip: ◉
DDT: ◉↓
Hard Scoop Slam: ◉←
Suplex 1: ◉↑
Side Buster: ◉→

GRAPPLE WHEN GROGGY
Irish Whip: ◉
Running Powerbomb: ◉↓
Whirl Sideslam: ◉←
Sky High: ◉↑
Pendulum Backbreaker: ◉→

GRAPPLE FROM BEHIND
Throw: ◉
School Boy: ◉↓
Back Drop: ◉←
Sleeper Hold 1: ◉↑
Atomic Drop: ◉→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉↓
D'Lo Leg Drop: ◉←
Mounted Punching 1: ◉↑
Reverse Chin Lock: ◉→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉↓
D'LoTexas Cloverleaf: ◉←
Knee Stomp: ◉↑
Kick To Leg: ◉→

ATTACK
Snap Jab: ⊗
Jumping Calf Kick : ⊗↓
Toe Kick: ⊗↑, ↑
Austin Punches: ⊗←
Double Axe Handle: ⊗↓, ↓
Shuffle Side Kick: ⊗↑
Chop: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗↑/↓
Leg Drop: ⊗←/→

GRAPPLE AT THE ROPE
Throw to the rope: ◉

FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Shoulder Thrust: ◉↑/↓
Frankensteiner: ◉←/→

FROM REAR OF TURNBUCKLE
Throw: ◉
Beat Head: ◉↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Foot choke: ◉↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Twisting Body Attack: ⊗
Knee Drop: ⊗↓
Front Dropkick: ⊗←
Elbow Drop: ⊗↑
SPinning Wheel Kick: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker Drop: ◉
Rolling Clutch Pin: ◉↑/↓/←/→
Clothesline: ⊗
Dropkick: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Facecrusher 1: ◉

OPPONENT RUNNING
Monkey Toss: ◉
Pulling walk slam: ◉↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Whip & Lay Down: ◉↓
Mudhole Stomping: ◉←
Spine & Neckbreaker: ◉↑
Body Splash & Whip: ◉→

RIKISHI

GRAPPLE FROM FRONT
Irish Whip: ◉
Choke Toss: ◉↓
Hard Scoop Slam: ◉←
Overhand Punch: ◉↑
Push Attack: ◉→

GRAPPLE WHEN GROGGY
Irish Whip: ◉
Folling Powerslam: ◉↓
Strong Head Butt: ◉←
Belly To Back Flip: ◉↑
Samoan Neckbreaker: ◉→

GRAPPLE FROM BEHIND
Throw: ◉
Abdominal Stretch: ◉↓
Russian Leg Sweep: ◉←
Sleeper Hold 1: ◉↑
Bulldog: ◉→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉↓
Sleeper Hold 1: ◉←
Mounted Punching 1: ◉↑
Hip Drop: ◉→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉↓
Toss: ◉←
Knee Stomp: ◉↑
Kick To Leg: ◉→

ATTACK
Chop: ⊗
Shuffle Side Kick: ⊗↓
Toe Kick: ⊗↑, ↑
Throat Thrust: ⊗←
Austin Punches: ⊗↓, ↓
Overhand Punch: ⊗↑
Body Punch: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Elbow Drop: ⊗↑/↓
Leg Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ◉

FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Shoulder Thrust: ◉↑/↓
Stink Face: ◉←/→

FROM REAR OF TURNBUCKLE
Throw: ◉
Beat Head: ◉↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Foot choke: ◉↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
BANZAI Drop: ⊗
Elbow Drop: ⊗↓
Double Axe Handle: ⊗←
BANZAI Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
Neckbreaker Drop: ◉↑/↓/←/→
Shoulder Block: ⊗
Thump: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ◉

OPPONENT RUNNING
Samoan Drop: ◉
Farewell: ◉↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Powerbomb: ◉↓
Mudhole Stomping: ◉←
Spine & Neckbreaker: ◉↑
Body Splash & Whip: ◉→

GRAND MASTER SEXAY

GRAPPLE FROM FRONT
Irish Whip: ●
DDT: ●↓
Snapmare: ●←
Club To Neck: ●↑
Jumping Arm Breaker: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Falling Powerbomb Pin: ●↓
Falling Neckbreaker: ●←
Hurracanrana: ●↑
Beat Head: ●→

GRAPPLE FROM BEHIND
Throw: ●
Reverse Pin: ●↓
Sexay Face Buster: ●←
Reverse Brainbuster: ●↑
Back Drop: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Camel Clutch: ●←
Mounted Punching 1: ●↑
Mahistrol Cradle: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Leg Lock: ●←
Knee Stomp: ●↑
Kick To Leg: ●→

ATTACK
Snap Jab: ⊗
Dropkick: ⊗↓
Toe Kick: ⊗↑, ↑
Chop: ⊗←
Austin Punches: ⊗↓, ↓
Shuffle Side Kick: ⊗↑
Body Punch: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Leg Drop: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Throw to the rope: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
10 Punch: ●↑/↓
Superplex: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Super Back Drop: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Knee Drop: ⊗
Elbow Drop: ⊗↓
Flying Clothesline: ⊗←
Knee Drop: ⊗↑
Sexay Missile Dropkick: ⊗→

RUN TO ROPE AND DIVE
Dive Through Ropes: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Rolling Clutch Pin: ●↑/↓/←/→
Clothesline: ⊗
Dropkick: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Monkey Toss: ●
Powerslam: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Too Cool Punches: ●↓
Mudhole Stomping: ●←
Too Cool Elbow Drop: ●↑
Body Splash & Whip: ●→

SCOTTY TOO HOTTY

GRAPPLE FROM FRONT
Irish Whip: ●
DDT: ●↓
Headlock: ●←
Arm Wrench: ●↑
Suplex 1: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Falling Powerbomb Pin: ●↓
SPinning Back Drop: ●←
Tori Suplex: ●↑
Jawbreaker 1: ●→

GRAPPLE FROM BEHIND
Throw: ●
Rolling Clutch Pin: ●↓
Scotty Facecrusher: ●←
Sleeper Hold 1: ●↑
High Angle Back Drop: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Knee Smash: ●←
Mounted Punching 1: ●↑
Head Scissor Hoip: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Mexican Surfboard: ●←
Knee Stomp: ●↑
Bow And Arrow Lock: ●→

ATTACK
Austin Punches: ⊗
Dropkick: ⊗↓
Toe Kick: ⊗↑, ↑
Elbow Smash: ⊗←
Chop: ⊗↓, ↓
Double Axe Handle: ⊗↑
Body Punch: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Flip Splash: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
10 Punch: ●↑/↓
Superplex: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Super Back Drop: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗↓
Diving Hurracanrana: ⊗←
Elbow Drop: ⊗↑
Front Dropkick: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Running Reverse Pin: ●↑/↓/←/→
Diving Forearm Smash: ⊗
Thump: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Scotty Facecrusher: ●

OPPONENT RUNNING
Monkey Toss: ●
Scissor Sweep: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Too Cool Leg Drop: ●↓
Mudhole Stomping: ●←
Falling Powerbomb: ●↑
Body Splash & Whip: ●→

EDGE

GRAPPLE FROM FRONT
Irish Whip: ◉
Scissor Sweep: ◉🡻
Arm Drag: ◉🡸
Beat Head: ◉🡹
Suplex 1: ◉🡺
GRAPPLE WHEN GROGGY
Irish Whip: ◉
DDT: ◉🡻
SPinning Back Drop: ◉🡸
Reverse Suplex: ◉🡹
Rib Breaker: ◉🡺
GRAPPLE FROM BEHIND
Throw: ◉
German Suplex Pin: ◉🡻
Facecrusher 2: ◉🡸
Electric Chair Drop: ◉🡹
Back Side Slam: ◉🡺
GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Knee Smash: ◉🡸
Mounted Punching 1: ◉🡹
Short Arm Scissors: ◉🡺
GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Toss: ◉🡸
Knee Stomp: ◉🡹
Leg Lock: ◉🡺
ATTACK
Snap Jab: ⊗
Dropkick: ⊗🡻
Toe Kick: ⊗🡹, 🡹
Austin Punches: ⊗🡸
Elbow Smash: ⊗🡺, 🡺
Shuffle Side Kick: ⊗🡹
Chop: ⊗🡺
ATTACK ON THE GROUND
Angry Stomp: ⊗
Leg Drop: ⊗🡹/🡻
Knee Drop: ⊗🡸/🡺
GRAPPLE AT THE ROPE
Throw to the rope: ◉
FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Frankensteiner: ◉🡹/🡻
Shoulder Thrust: ◉🡸/🡺
FROM REAR OF TURNBUCKLE
Throw: ◉
Super Back Drop: ◉🡹/🡻/🡸/🡺
FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Choke: ◉🡹/🡻/🡸/🡺
Knee Attack: ⊗
DIVING ATTACK
Knee Drop: ⊗
Elbow Drop: ⊗🡻
Diving Spear: ⊗🡸
Knee Drop: ⊗🡹
Missile Dropkick: ⊗🡺
RUN TO ROPE AND DIVE
Baseball Slide: ⊗
DIVE AT ROPE
Vaulting Body Press: ⊗
RUNNING TOWARDS OPPONENT
Headscissor Takedown: ◉
Spear: ◉🡹/🡻/🡸/🡺
SPinning Wheel Kick: ⊗
Cross Body: ⊗🡹/🡻/🡸/🡺
RUNNING BEHIND OPPONENT
Facecrusher 2: ◉
OPPONENT RUNNING
Arm Drag: ◉
Powerslam: ◉🡹/🡻/🡸/🡺
DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Body Attack: ◉🡻
Mudhole Stomping: ◉🡸
Side Walk & ReverseDDT: ◉🡹
Body Splash & Whip: ◉🡺

CHRISTIAN

GRAPPLE FROM FRONT
Irish Whip: ◉
Arm Wrench: ◉🡻
Scoop Slam: ◉🡸
Headlock: ◉🡹
Suplex 1: ◉🡺
GRAPPLE WHEN GROGGY
Irish Whip: ◉
Manhattan Drop: ◉🡻
DDT: ◉🡸
Stomach Crusher: ◉🡹
Sambo Suplex: ◉🡺
GRAPPLE FROM BEHIND
Throw: ◉
German Suplex Pin: ◉🡻
Diving Reverse DDT: ◉🡸
Sleeper Hold 1: ◉🡹
Russian Leg Sweep: ◉🡺
GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Knee Smash: ◉🡸
Mounted Punching 1: ◉🡹
Reverse Chin Lock: ◉🡺
GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Toss: ◉🡸
Knee Stomp: ◉🡹
Kick To Leg: ◉🡺
ATTACK
Austin Punches: ⊗
Dropkick: ⊗🡻
Toe Kick: ⊗🡹, 🡹
Chop: ⊗🡸
Double Axe Handle: ⊗🡺, 🡺
Clothesline: ⊗🡹
Back Elbow Smash: ⊗🡺
ATTACK ON THE GROUND
Angry Stomp: ⊗
Leg Drop: ⊗🡹/🡻
Elbow Drop: ⊗🡸/🡺
GRAPPLE AT THE ROPE
Guillotine: ◉
FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Reverse Tornado DDT: ◉🡹/🡻
Mudhole Stomping: ◉🡸/🡺
FROM REAR OF TURNBUCKLE
Throw: ◉
Super Back Drop: ◉🡹/🡻/🡸/🡺
FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Foot choke: ◉🡹/🡻/🡸/🡺
Knee Attack: ⊗
DIVING ATTACK
Knee Drop: ⊗
Test Diving Elbow: ⊗🡻
Front Dropkick: ⊗🡸
Elbow Drop: ⊗🡹
Double Axe Handle: ⊗🡺
RUN TO ROPE AND DIVE
Dive Through Ropes: ⊗
DIVE AT ROPE
Vaulting Body Press: ⊗
RUNNING TOWARDS OPPONENT
Headscissor Takedown: ◉
Cross Fixed Pin: ◉🡹/🡻/🡸/🡺
Back Elbow Attack: ⊗
Dropkick: ⊗🡹/🡻/🡸/🡺
RUNNING BEHIND OPPONENT
Facecrusher 1: ◉
OPPONENT RUNNING
Sleeper Hold: ◉
Shoulder Back Toss: ◉🡹/🡻/🡸/🡺
DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Hip Throw: ◉🡻
Mudhole Stomping: ◉🡸
High Angle Superplex : ◉🡹
Body Splash & Whip: ◉🡺

FAAROOQ

GRAPPLE FROM FRONT
Irish Whip: ●
Manhattan Drop: ●↓
Hard Scoop Slam: ●←
Club To Neck: ●↑
Drop Suplex: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Jacknife Powerbomb 1: ●↓
Bearhug Front Slam: ●←
Body Press Slam: ●↑
Rib Breaker: ●→

GRAPPLE FROM BEHIND
Throw: ●
Atomic Drop: ●↓
High Angle Back Drop: ●←
Abdominal Stretch: ●↑
Bulldog: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Camel Clutch: ●←
Mounted Punching 1: ●↑
Sleeper Hold 1: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Toss: ●←
Knee Stomp: ●↑
Kick To Groin: ●→

ATTACK
Austin Punches: ⊗
Big Boot: ⊗↓
Toe Kick: ⊗↑, ↑
Chop: ⊗←
Double Axe Handle: ⊗↓, ↓
Clothesline: ⊗↑
Body Punch: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Choke: ●↑/↓
Shoulder Thrust: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗↓
Flying Clothesline: ⊗←
Elbow Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Spear: ●↑/↓/←/→
Clothesline: ⊗
Diving Shoulder: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Powerslam: ●
Spinebuster: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Front Slam: ●↓
Mudhole Stomping: ●←
Powerbomb: ●↑
Body Splash & Whip: ●→

BRADSHAW

GRAPPLE FROM FRONT
Irish Whip: ●
Side Buster: ●↓
Hard Scoop Slam: ●←
Overhand Punch: ●↑
Knee Attack: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Jacknife Powerbomb 1: ●↓
Fall away Slam: ●←
Swinging Neckbreaker: ●↑
Shoulder Breaker: ●→

GRAPPLE FROM BEHIND
Throw: ●
Pumphandle Drop: ●↓
Back Drop: ●←
Full Nelson Slam: ●↑
Bulldog: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Fury Punch: ●←
Mounted Punching 1: ●↑
Camel Clutch: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Leg Lock: ●←
Knee Stomp: ●↑
Boston Crab: ●→

ATTACK
Chop: ⊗
Big Boot: ⊗↓
Toe Kick: ⊗↑, ↑
Snap Jab: ⊗←
Double Axe Handle: ⊗↓, ↓
Clothesline: ⊗↑
Body Punch: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Throw to the rope: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Super Fall away Slam: ●↑/↓
Back Elbow Strike 2: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗↓
Shoulder Block: ⊗←
Elbow Drop: ⊗↑
Flying Clothesline: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Spear: ●↑/↓/←/→
Power Clothesline: ⊗
Diving Shoulder: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Facecrusher 1: ●

OPPONENT RUNNING
Shoulder Back Toss: ●
Powerslam: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Stomach Crusher: ●↑
Body Splash & Whip: ●→

BAH BAH RAY DUDLEY

GRAPPLE FROM FRONT
Irish Whip: ●
Manhattan Drop: ●↓
Scoop Slam: ●←
Overhand Punch: ●↑
Belly To Back Flip: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Falling Powerbomb Pin: ●↓
DDT: ●←
Body Press Slam: ●↑
Jacknife Powerbomb 1: ●→

GRAPPLE FROM BEHIND
Throw: ●
Back Side Slam: ●↓
Bulldog: ●←
Full Nelson Drop: ●↑
Back Drop: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Fury Punch: ●←
Mounted Punching 1: ●↑
Reverse Chin Lock: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Kick To Groin: ●←
Knee Stomp: ●↑
Leg Lock: ●→

ATTACK
Buh Buh Ray Punches: ⊗
Clothesline: ⊗↓
Toe Kick: ⊗↑, ↑
Body Punch: ⊗←
Double Axe Handle: ⊗↓, ↓
Overhand Punch: ⊗↑
Chop: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Falling Headbutt: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Superplex: ●↑/↓
Choke: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Diving Leg Drop: ⊗↓
Front Dropkick: ⊗←
Diving Elbow: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Lou Thesz Press 1: ●↑/↓/←/→
Clothesline: ⊗
Diving Shoulder: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Facecrusher 1: ●

OPPONENT RUNNING
Samoan Drop: ●
Powerslam: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Headbutt to groin: ●↓
Mudhole Stomping: ●←
3D-B: ●↑
Body Splash & Whip: ●→

D-VON DUDLY

GRAPPLE FROM FRONT
Irish Whip: ●
DDT: ●↓
Snapmare: ●←
Eye Rake: ●↑
Suplex 1: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Piledriver: ●↓
Jawbreaker 1: ●←
Swinging Neckbreaker: ●↑
Pendulum Backbreaker: ●→

GRAPPLE FROM BEHIND
Throw: ●
Atomic Drop: ●↓
Back Drop: ●←
Reverse DDT: ●↑
Bulldog: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Face Stretch: ●←
Mounted Punching 1: ●↑
Big Splash: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Kick To Groin: ●←
Knee Stomp: ●↑
Kick To Leg: ●→

ATTACK
Austin Punches: ⊗
Shuffle Side Kick: ⊗↓
Toe Kick: ⊗↑, ↑
Throat Thrust: ⊗←
Chop: ⊗↓, ↓
Double Axe Handle: ⊗↑
Elbow Smash: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Leg Drop: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Throw to the rope: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Superplex: ●↑/↓
Foot Choke: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Diving Headbutt: ⊗
Diving Leg Drop: ⊗↓
Shoulder Block: ⊗←
Elbow Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Dive Through Ropes: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Rolling Clutch Pin: ●↑/↓/←/→
Diving Shoulder: ⊗
Diving Forearm Smash: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Shoulder Back Toss: ●
Powerslam: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Super Double Powerbomb: ●↓
Mudhole Stomping: ●←
3D: ●↑
Body Splash & Whip: ●→

MATT HARDY

GRAPPLE FROM FRONT
Irish Whip: ●
DDT: ●↓
Arm Drag: ●←
Arm Wrench: ●↑
Snap Suplex: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Jumping Tornado DDT: ●↓
Beat Head: ●←
Stomach Crusher: ●↑
Double Arm Suplex 2: ●→

GRAPPLE FROM BEHIND
Throw: ●
German Suplex Pin: ●↓
Russian Leg Sweep: ●←
Sleeper Hold 1: ●↑
Rear Naked Choke Drop: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Camel Clutch: ●←
Mounted Punching 1: ●↑
Reverse Chin Lock: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Toss: ●←
Knee Stomp: ●↑
Leg Lock: ●→

ATTACK
Snap Jab: ⊗
Dropkick: ⊗↓
Toe Kick: ⊗↑, ↑
Back Elbow Smash: ⊗←
Double Axe Handle: ⊗↓, ↓
Rolling Wheel Kick: ⊗↑
Chop: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Leg Drop: ⊗↑/↓
Fist Drop: ⊗←/→

GRAPPLE AT THE ROPE
Throw to the rope: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Tornado DDT: ●↑/↓
Mudhole Stomping: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Cross Powerbomb: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Corkscrew Moonsault: ⊗
Diving Moonsault: ⊗↓
SPinning Wheel Kick: ⊗←
Diving Leg Drop: ⊗↑
Headscissor Takedown: ⊗→

RUN TO ROPE AND DIVE
Rope Flip2: ⊗

DIVE AT ROPE
Lionsault: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker Drop: ●
Running SPinning Pin: ●↑/↓/←/→
Diving Forearm Smash: ⊗
Cross Body: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Monkey Toss: ●
Samoan Drop: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Whip & On All Fours: ●↓
Mudhole Stomping: ●←
Facebuster: ●↑
Body Splash & Whip: ●→

JEFF HARDY

GRAPPLE FROM FRONT
Irish Whip: ●
Folling Powerslam: ●↓
Snapmare: ●←
Arm Wrench: ●↑
Snap Suplex: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Small Package: ●↓
Front Dropkick: ●←
Hurracanrana: ●↑
Knee Smash: ●→

GRAPPLE FROM BEHIND
Throw: ●
German Suplex Pin: ●↓
Back Drop: ●←
Back Side Slam: ●↑
Reverse DDT: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Mounted Punching 1: ●←
Mounted Punching 1: ●↑
Sleeper Hold 1: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Knee Stomp: ●←
Knee Stomp: ●↑
Kick To Leg: ●→

ATTACK
Chop: ⊗
Front Dropkick: ⊗↓
Toe Kick: ⊗↑, ↑
Snap Jab: ⊗←
Double Axe Handle: ⊗↓, ↓
Shuffle Side Kick: ⊗↑
Back Elbow Smash: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Flip Splash: ⊗↑/↓
Double Knee Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
10 Punch: ●↑/↓
Frankensteiner: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Super Back Drop: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Senton Bomb: ⊗
The 450: ⊗↓
Missile Dropkick: ⊗←
Corkscrew Moonsault: ⊗↑
Headscissor Takedown: ⊗→

RUN TO ROPE AND DIVE
Rope Flip1: ⊗

DIVE AT ROPE
Asai Moonsault: ⊗

RUNNING TOWARDS OPPONENT
Headscissor Takedown: ●
Hurracanrana Pin: ●↑/↓/←/→
Back Elbow Attack: ⊗
SPinning Wheel Kick: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Facecrusher 2: ●

OPPONENT RUNNING
Monkey Toss: ●
Powerslam: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Hardy boyz Leg Drop: ●↑
Body Splash & Whip: ●→

HARDCORE HOLLY

GRAPPLE FROM FRONT
Irish Whip: ●
Arm Wrench: ●↓
Scoop Slam: ●←
Overhand Punch: ●↑
Beat Head: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Piledriver: ●↓
Shin Breaker: ●←
Jacknife Powerbomb 1: ●↑
DDT: ●→

GRAPPLE FROM BEHIND
Throw: ●
Atomic Drop: ●↓
Back Drop: ●←
Reverse DDT: ●↑
Bulldog: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Knee Smash: ●←
Mounted Punching 1: ●↑
Fury Punch: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Leg Lock: ●←
Knee Stomp: ●↑
Kick To Leg: ●→

ATTACK
Austin Punches: ⊗
Dropkick: ⊗↓
Toe Kick: ⊗↑, ↑
Body Punch: ⊗←
Chop: ⊗↓, ↓
Double Axe Handle: ⊗↑
Snap Jab: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Double Knee Drop: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Throw to the rope: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Shoulder Thrust: ●↑/↓
Frankensteiner: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Knee Drop: ⊗
Elbow Drop: ⊗↓
Front Dropkick: ⊗←
Knee Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Spear: ●
Cross Fixed Pin: ●↑/↓/←/→
Dropkick: ⊗
Shoulder Block: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Monkey Toss: ●
Powerslam: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Spine & Neckbreaker: ●↓
Mudhole Stomping: ●←
Stomach Crusher: ●↑
Body Splash & Whip: ●→

CRASH

GRAPPLE FROM FRONT
Irish Whip: ●
Snapmare: ●↓
Elbow Strike: ●←
Club To Neck: ●↑
Scoop Slam: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Piledriver: ●↓
Knee Strike 2: ●←
Hurracanrana: ●↑
Suplex 1: ●→

GRAPPLE FROM BEHIND
Throw: ●
German Suplex Pin: ●↓
Back Drop: ●←
Sleeper Hold 2: ●↑
Reverse DDT: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Sleeper Hold 2: ●←
Mounted Punching 1: ●↑
Crash Holly Cradle Pin: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Stretch Muffler: ●←
Knee Stomp: ●↑
Leg Lock: ●→

ATTACK
Buh Buh Ray Punches: ⊗
Dropkick: ⊗↓
Toe Kick: ⊗↑, ↑
Snap Jab: ⊗←
Double Axe Handle: ⊗↓, ↓
Clothesline: ⊗↑
Body Punch: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Leg Drop: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Superplex: ●↑/↓
Mudhole Stomping: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Diving Elbow: ⊗
Knee Drop: ⊗↓
Front Dropkick: ⊗←
Elbow Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Dive Through Ropes: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
School Boy: ●↑/↓/←/→
Shoulder Block: ⊗
Cross Body: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
School Boy: ●

OPPONENT RUNNING
Shoulder Back Toss: ●
Rolling Boston Crab: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Spike Piledriver: ●↑
Body Splash & Whip: ●→

TEST

GRAPPLE FROM FRONT
Irish Whip: ●
Side Buster: ●↓
Swinging Neckbreaker: ●←
Falling Neckbreaker: ●↑
Knee Attack: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Falling Powerslam: ●↓
Beat Head: ●←
Test Neckbreaker: ●↑
Pendulum Backbreaker: ●→

GRAPPLE FROM BEHIND
Throw: ●
Pumphandle Drop: ●↓
Pumphandle Slam: ●←
Sleeper Hold 1: ●↑
Full Nelson Slam: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Knee Smash: ●←
Mounted Punching 1: ●↑
Sleeper Hold 1: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Boston Crab: ●←
Knee Stomp: ●↑
Kick To Leg: ●→

ATTACK
Chop: ⊗
Big Boot: ⊗↓
Toe Kick: ⊗↑, ↑
Austin Punches: ⊗←
Double Axe Handle: ⊗↓, ↓
Clothesline: ⊗↑
Body Punch: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Leg Drop: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Back Elbow Strike 2: ●↑/↓
Foot Choke: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Test Diving Elbow: ⊗↓
Flying Clothesline: ⊗←
Knee Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Neckbreaker Drop: ●↑/↓/←/→
Power Clothesline: ⊗
Yakuza Kick: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Sleeper Hold: ●
Powerslam: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Powerbomb: ●↑
Body Splash & Whip: ●→

PRINCE ALBERT

GRAPPLE FROM FRONT
Irish Whip: ●
Beat Head: ●↓
Hard Scoop Slam: ●←
Body Press Slam: ●↑
Drop Suplex: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Two Handed Choke Bomb: ●↓
Suplex To Front Slam: ●←
Lifting Chokehold: ●↑
Shoulder Breaker: ●→

GRAPPLE FROM BEHIND
Throw: ●
Atomic Drop: ●↓
Back Drop: ●←
Sleeper Hold 1: ●↑
Bulldog: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Reverse Chin Lock: ●←
Mounted Punching 1: ●↑
Sleeper Hold 1: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Toss: ●←
Knee Stomp: ●↑
Big Swing: ●→

ATTACK
Austin Punches: ⊗
Jumping Front Kick: ⊗↓
Toe Kick: ⊗↑, ↑
Throat Thrust: ⊗←
Chop: ⊗↓, ↓
Clothesline: ⊗↑
Big Boot: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Throw to the rope: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Mudhole Stomping: ●↑/↓
Shoulder Thrust: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗↓
Flying Clothesline: ⊗←
Elbow Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Lou Thesz Press 1: ●↑/↓/←/→
Shoulder Block: ⊗
Yakuza Kick: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Shoulder Back Toss: ●
Back Flip To Pancake: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Backbreaker & Leg Drop: ●↓
Mudhole Stomping: ●←
Stomach Crusher: ●↑
Body Splash & Whip: ●→

BIG BOSSMAN

GRAPPLE FROM FRONT
Irish Whip: ◉
Manhattan Drop: ◉🡻
Headlock And Punch: ◉🡸
Eye Rake: ◉🡹
Knee Attack: ◉🡺

GRAPPLE WHEN GROGGY
Irish Whip: ◉
Jacknife Powerbomb 1: ◉🡻
Rib Breaker: ◉🡸
Stomach Crusher: ◉🡹
Boss Man Chokeslam: ◉🡺

GRAPPLE FROM BEHIND
Throw: ◉
Atomic Drop: ◉🡻
Back Drop: ◉🡸
Sleeper Hold 1: ◉🡹
Reverse DDT: ◉🡺

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Fury Punch: ◉🡸
Mounted Punching 1: ◉🡹
Reverse Chin Lock: ◉🡺

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Toss: ◉🡸
Knee Stomp: ◉🡹
Kick To Groin: ◉🡺

ATTACK
Austin Punches: ⊗
Big Boot: ⊗🡻
Toe Kick: ⊗🡹, 🡹
Body Punch: ⊗🡸
Double Axe Handle: ⊗🡻, 🡻
Boss Man Uppercut: ⊗🡹
Chop: ⊗🡺

ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗🡹/🡻
Elbow Drop: ⊗🡸/🡺

GRAPPLE AT THE ROPE
Boss Man Attack: ◉

FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Back Elbow Strike 2: ◉🡹/🡻
Mudhole Stomping: ◉🡸/🡺

FROM REAR OF TURNBUCKLE
Throw: ◉
Beat Head: ◉🡹/🡻/🡸/🡺

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Choke: ◉🡹/🡻/🡸/🡺
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗🡻
Flying Clothesline: ⊗🡸
Elbow Drop: ⊗🡹
Double Axe Handle: ⊗🡺

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
Lou Thesz Press 1: ◉🡹/🡻/🡸/🡺
Clothesline: ⊗
Shoulder Block: ⊗🡹/🡻/🡸/🡺

RUNNING BEHIND OPPONENT
Bulldog: ◉

OPPONENT RUNNING
Sleeper Hold: ◉
Side Walk Slam : ◉🡹/🡻/🡸/🡺

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Whip & Lay Down: ◉🡻
Mudhole Stomping: ◉🡸
Spine & Neckbreaker: ◉🡹
Body Splash & Whip: ◉🡺

VAL VENIS

GRAPPLE FROM FRONT
Irish Whip: ◉
Scissor Sweep: ◉🡻
Arm Wrench: ◉🡸
Eye Rake: ◉🡹
DDT: ◉🡺

GRAPPLE WHEN GROGGY
Irish Whip: ◉
Fisherman Suplex: ◉🡻
Double Arm Suplex 1: ◉🡸
Stomach Crusher: ◉🡹
Spinebuster: ◉🡺

GRAPPLE FROM BEHIND
Throw: ◉
German Suplex Pin: ◉🡻
Russian Leg Sweep: ◉🡸
Octopus Stretch 2: ◉🡹
Blue Thunder Pin: ◉🡺

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Knee Smash: ◉🡸
Mounted Punching 1: ◉🡹
Reverse Chin Lock: ◉🡺

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Leg Lock: ◉🡸
Knee Stomp: ◉🡹
Kick To Leg: ◉🡺

ATTACK
Chop: ⊗
Clothesline: ⊗🡻
Toe Kick: ⊗🡹, 🡹
Austin Punches: ⊗🡸
Elbow Smash: ⊗🡻, 🡻
Double Axe Handle: ⊗🡹
Kane Throat Thrust: ⊗🡺

ATTACK ON THE GROUND
Angry Stomp: ⊗
Double Knee Drop: ⊗🡹/🡻
Elbow Drop: ⊗🡸/🡺

GRAPPLE AT THE ROPE
Throw to the rope: ◉

FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Mudhole Stomping: ◉🡹/🡻
Superplex: ◉🡸/🡺

FROM REAR OF TURNBUCKLE
Throw: ◉
Super Back Drop: ◉🡹/🡻/🡸/🡺

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Foot choke: ◉🡹/🡻/🡸/🡺
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗🡻
Flying Clothesline: ⊗🡸
Elbow Drop: ⊗🡹
Double Axe Handle: ⊗🡺

RUN TO ROPE AND DIVE
Dive Through Ropes: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
Neckbreaker Drop: ◉🡹/🡻/🡸/🡺
Back Elbow Attack: ⊗
Shoulder Block: ⊗🡹/🡻/🡸/🡺

RUNNING BEHIND OPPONENT
Bulldog: ◉

OPPONENT RUNNING
Sleeper Hold: ◉
Spinebuster: ◉🡹/🡻/🡸/🡺

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Whip & Lay Down: ◉🡻
Mudhole Stomping: ◉🡸
Spine & Neckbreaker: ◉🡹
Body Splash & Whip: ◉🡺

AL SNOW

GRAPPLE FROM FRONT
Irish Whip: ●
Scissor Sweep: ●↓
Scoop Slam: ●←
Jawbreaker 1: ●↑
Suplex 1: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Dangerous DDT: ●↓
TrapPing Headbutts: ●←
Jacknife Powerbomb 1: ●↑
Hurracanrana: ●→

GRAPPLE FROM BEHIND
Throw: ●
Sleeper With Scissors: ●↓
Back Drop: ●←
Reverse DDT: ●↑
Bulldog: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Knee Smash: ●←
Mounted Punching 1: ●↑
Mahistrol Cradle: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Texas Cloverleaf: ●←
Knee Stomp: ●↑
Kick To Leg: ●→

ATTACK
Snap Jab: ⊗
Shuffle Side Kick: ⊗↓
Toe Kick: ⊗↑, ↑
Chop: ⊗←
SPinning Back Elbow: ⊗↓, ↓
Double Axe Handle: ⊗↑
Middle Kick: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Throw to the rope: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Frankensteiner: ●↑/↓
Choke: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Super Back Drop: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Diving Moonsault: ⊗↓
Front Dropkick: ⊗←
Diving Leg Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Asai Moonsault: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Cross Fixed Pin: ●↑/↓/←/→
Clothesline: ⊗
Shoulder Block: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Monkey Toss: ●
Shoulder Back Toss: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Elbow Drop: ●↓
Mudhole Stomping: ●←
Spike Piledriver: ●↑
Body Splash & Whip: ●→

MARK HENRY

GRAPPLE FROM FRONT
Irish Whip: ●
Side Buster: ●↓
Hard Scoop Slam: ●←
Club To Neck: ●↑
Drop Suplex: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Choke Toss: ●↓
Body Press Drop FW: ●←
Oklahoma Slam: ●↑
Pendulum Backbreaker: ●→

GRAPPLE FROM BEHIND
Throw: ●
Atomic Drop: ●↓
Back Drop: ●←
Sleeper Hold 1: ●↑
Back Side Slam: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Reverse Chin Lock: ●←
Mounted Punching 1: ●↑
Sleeper Hold 1: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Toss: ●←
Knee Stomp: ●↑
Leg Lock: ●→

ATTACK
Chop: ⊗
Clothesline: ⊗↓
Toe Kick: ⊗↑, ↑
Body Punch: ⊗←
Double Axe Handle: ⊗↓, ↓
Overhand Punch: ⊗↑
Austin Punches: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Leg Drop: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Shoulder Thrust: ●↑/↓
Choke: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗↓
Shoulder Block: ⊗←
Elbow Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Lou Thesz Press 1: ●↑/↓/←/→
Shoulder Block: ⊗
Clothesline: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Powerslam: ●
Farewell: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Spine & Neckbreaker: ●↓
Mudhole Stomping: ●←
Front Slam: ●↑
Body Splash & Whip: ●→

VISCERE MABEL

GRAPPLE FROM FRONT
Irish Whip: ◉
Beat Head: ◉🡻
Hard Scoop Slam: ◉🡸
Club To Neck: ◉🡹
Choke Toss: ◉🡺
GRAPPLE WHEN GROGGY
Irish Whip: ◉
Bearhug: ◉🡻
Belly To Back Flip: ◉🡸
Oklahoma Slam: ◉🡹
Body Press Drop: ◉🡺
GRAPPLE FROM BEHIND
Throw: ◉
Atomic Drop: ◉🡻
High Angle Back Drop: ◉🡸
Reverse DDT: ◉🡹
Russian Leg Sweep: ◉🡺
GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Darkness Choke: ◉🡸
Mounted Punching 1: ◉🡹
Camel Clutch: ◉🡺
GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Toss: ◉🡸
Knee Stomp: ◉🡹
Kick To Leg: ◉🡺
ATTACK
Austin Punches: ⊗
Rolling Wheel Kick: ⊗🡻
Toe Kick: ⊗🡹, 🡹
Chop: ⊗🡸
Overhand Punch: ⊗🡻, 🡻
Clothesline: ⊗🡹
Body Punch: ⊗🡺
ATTACK ON THE GROUND
Angry Stomp: ⊗
Leg Drop: ⊗🡹/🡻
Elbow Drop: ⊗🡸/🡺
GRAPPLE AT THE ROPE
Guillotine: ◉
FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Choke: ◉🡹/🡻
Back Elbow Strike 2: ◉🡸/🡺
FROM REAR OF TURNBUCKLE
Throw: ◉
Beat Head: ◉🡹/🡻/🡸/🡺
FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Foot choke: ◉🡹/🡻/🡸/🡺
Knee Attack: ⊗
DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗🡻
Shoulder Block: ⊗🡸
Elbow Drop: ⊗🡹
Double Axe Handle: ⊗🡺
RUN TO ROPE AND DIVE
Baseball Slide: ⊗
DIVE AT ROPE
Vaulting Body Press: ⊗
RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
Lou Thesz Press 1: ◉🡹/🡻/🡸/🡺
Shoulder Block: ⊗
SPinning Wheel Kick: ⊗🡹/🡻/🡸/🡺
RUNNING BEHIND OPPONENT
Bulldog: ◉
OPPONENT RUNNING
Samoan Drop: ◉
Farewell: ◉🡹/🡻/🡸/🡺
DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Front Slam: ◉🡻
Mudhole Stomping: ◉🡸
Spine & Neckbreaker: ◉🡹
Body Splash & Whip: ◉🡺

GANGREL

GRAPPLE FROM FRONT
Irish Whip: ◉
Manhattan Drop: ◉🡻
Gangrel Suplex: ◉🡸
Eye Rake: ◉🡹
DDT: ◉🡺
GRAPPLE WHEN GROGGY
Irish Whip: ◉
Piledriver: ◉🡻
Jumping Tornado DDT: ◉🡸
Headlock And Punch: ◉🡹
Shoulder Breaker: ◉🡺
GRAPPLE FROM BEHIND
Throw: ◉
Pumphandle Slam: ◉🡻
Back Drop: ◉🡸
Sleeper Hold 1: ◉🡹
Reverse DDT: ◉🡺
GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Knee Smash: ◉🡸
Mounted Punching 1: ◉🡹
Sleeper Hold 1: ◉🡺
GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Toss: ◉🡸
Knee Stomp: ◉🡹
Kick To Groin: ◉🡺
ATTACK
Chop: ⊗
Dropkick: ⊗🡻
Toe Kick: ⊗🡹, 🡹
Snap Jab: ⊗🡸
Double Axe Handle: ⊗🡻, 🡻
Shuffle Side Kick: ⊗🡹
Body Punch: ⊗🡺
ATTACK ON THE GROUND
Angry Stomp: ⊗
Elbow Drop: ⊗🡹/🡻
Double Knee Drop: ⊗🡸/🡺
GRAPPLE AT THE ROPE
Throw to the rope: ◉
FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Mudhole Stomping: ◉🡹/🡻
Tornado DDT: ◉🡸/🡺
FROM REAR OF TURNBUCKLE
Throw: ◉
Super Back Drop: ◉🡹/🡻/🡸/🡺
FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Choke: ◉🡹/🡻/🡸/🡺
Knee Attack: ⊗
DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗🡻
Flying Clothesline: ⊗🡸
Twisting Body Attack: ⊗🡹
Double Axe Handle: ⊗🡺
RUN TO ROPE AND DIVE
Baseball Slide: ⊗
DIVE AT ROPE
Vaulting Body Press: ⊗
RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
Neckbreaker Drop: ◉🡹/🡻/🡸/🡺
Back Elbow Attack: ⊗
Clothesline: ⊗🡹/🡻/🡸/🡺
RUNNING BEHIND OPPONENT
Bulldog: ◉
OPPONENT RUNNING
Monkey Toss: ◉
Powerslam: ◉🡹/🡻/🡸/🡺
DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Hip Throw: ◉🡻
Mudhole Stomping: ◉🡸
Falling Powerbomb: ◉🡹
Body Splash & Whip: ◉🡺

STEVE BLACKMAN

GRAPPLE FROM FRONT
Irish Whip: ●
Scissor Sweep: ●↓
Hard Scoop Slam: ●←
Side Buster: ●↑
Snap Suplex: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Guillotine Choke: ●↓
Knee Strike 1: ●←
Pendulum Backbreaker: ●↑
Judo Hip Toss 2: ●→

GRAPPLE FROM BEHIND
Throw: ●
Rolling Clutch Pin: ●↓
Back Drop: ●←
Reverse DDT: ●↑
German Suplex Pin: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Armbar: ●←
Mounted Punching 1: ●↑
Triangle Hold: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Bow And Arrow Lock: ●←
Knee Stomp: ●↑
Deathlock With Bridge: ●→

ATTACK
Low Kick: ⊗
Jumping Front Kick: ⊗↓
Toe Kick: ⊗↑, ↑
Blackman Quick Kick: ⊗←
Snap Jab: ⊗↓, ↓
Shuffle Side Kick: ⊗↑
Chop: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Falling Headbutt: ⊗↑/↓
Karate Punch: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Mudhole Stomping: ●↑/↓
Foot Choke: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Super Back Drop: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Diving Headbutt: ⊗
Knee Drop: ⊗↓
Missile Dropkick: ⊗←
Elbow Drop: ⊗↑
Martial Arts Kick: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Rolling Clutch Pin: ●↑/↓/←/→
Karate Kick: ⊗
Diving Shoulder: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Monkey Toss: ●
Powerslam: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Backbreaker & Leg Drop: ●↑
Body Splash & Whip: ●→

ESSA RIOS

GRAPPLE FROM FRONT
Irish Whip: ●
Judo Flip Suplex: ●↓
Arm Drag: ●←
Arm Wrench: ●↑
Snap Suplex: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Hurracanrana Pin: ●↓
DDT: ●←
Hurracanrana: ●↑
Knee Smash: ●→

GRAPPLE FROM BEHIND
Throw: ●
German Suplex Pin: ●↓
Back Drop: ●←
Sleeper Hold 1: ●↑
Facecrusher 2: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Knee Smash: ●←
Mounted Punching 1: ●↑
Mahistrol Cradle: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Mexican Surfboard: ●←
Knee Stomp: ●↑
Bow And Arrow Lock: ●→

ATTACK
Chop: ⊗
Dropkick: ⊗↓
Toe Kick: ⊗↑, ↑
Austin Punches: ⊗←
Double Axe Handle: ⊗↓, ↓
Clothesline: ⊗↑
Body Punch: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Flip Splash: ⊗↑/↓
Double Knee Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Spring Board Arm Drag: ●↑/↓
Frankensteiner: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Super Back Drop: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Twisting Body Attack: ⊗
Diving Leg Drop: ⊗↓
Missile Dropkick: ⊗←
Knee Drop: ⊗↑
Diving Hurracanrana: ⊗→

RUN TO ROPE AND DIVE
Rope Flip2: ⊗

DIVE AT ROPE
Asai Moonsault: ⊗

RUNNING TOWARDS OPPONENT
SPinning Arm Drag: ●
Hurracanrana Pin: ●↑/↓/←/→
SPinning Wheel Kick: ⊗
Cross Body: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Facecrusher 2: ●

OPPONENT RUNNING
Scissor Sweep: ●
Whirl Back Breaker: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Facebuster: ●↑
Body Splash & Whip: ●→

CHYNA

GRAPPLE FROM FRONT
Irish Whip: ●
Club To Neck: ●↓
Snapmare: ●←
Eye Rake: ●↑
Arm Wrench: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Piledriver: ●↓
Hurracanrana: ●←
Stomach Crusher: ●↑
DDT: ●→

GRAPPLE FROM BEHIND
Throw: ●
Reverse Pin: ●↓
Low Blow: ●←
Sleeper Hold 1: ●↑
Bulldog: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Woman's Beat Head: ●←
Mounted Punching 1: ●↑
Sleeper Hold 1: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Toss: ●←
Knee Stomp: ●↑
Kick To Groin: ●→

ATTACK
Austin Punches: ⊗
Clothesline: ⊗↓
Toe Kick: ⊗↑, ↑
Middle Kick: ⊗←
Woman's Slap: ⊗↓, ↓
Double Axe Handle: ⊗↑
Chop: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Knee Drop: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Choke: ●↑/↓
Shoulder Thrust: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗↓
Front Dropkick: ⊗←
Elbow Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Rolling Clutch Pin: ●↑/↓/←/→
Clothesline: ⊗
Handspring To Thump: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Monkey Toss: ●
Powerslam: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Facebuster: ●↑
Body Splash & Whip: ●→

TORI

GRAPPLE FROM FRONT
Irish Whip: ●
Arm Wrench: ●↓
Snapmare: ●←
Club To Neck: ●↑
Headlock: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
DDT: ●↓
Scoop Slam: ●←
Hurracanrana: ●↑
Suplex 1: ●→

GRAPPLE FROM BEHIND
Throw: ●
Reverse Pin: ●↓
Back Drop: ●←
Sleeper Hold 1: ●↑
School Boy: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Knee Smash: ●←
Mounted Punching 1: ●↑
Abdominal Stretch: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Kick To Groin: ●←
Knee Stomp: ●↑
Leg Lock: ●→

ATTACK
Middle Kick: ⊗
Dropkick: ⊗↓
Low Kick: ⊗↑, ↑
Woman's Slap: ⊗←
Back Elbow Smash: ⊗↓, ↓
Double Axe Handle: ⊗↑
Chop: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Knee Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Shoulder Thrust: ●↑/↓
Choke: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Bronco Buster: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗↓
Missile Dropkick: ⊗←
Elbow Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Dive Through Ropes: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
School Boy: ●↑/↓/←/→
Cross Body: ⊗
Dropkick: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Facecrusher 2: ●

OPPONENT RUNNING
Powerslam: ●
Shoulder Back Toss: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Spike Piledriver: ●↑
Body Splash & Whip: ●→

IVORY

GRAPPLE FROM FRONT
Irish Whip: ◉
Club To Neck: ◉↓
Snapmare: ◉←
Headlock: ◉↑
Suplex 1: ◉→
GRAPPLE WHEN GROGGY
Irish Whip: ◉
Small Package: ◉↓
Fireman Carry: ◉←
Standing Crossface: ◉↑
Arm Wrench: ◉→
GRAPPLE FROM BEHIND
Throw: ◉
School Boy: ◉↓
Russian Leg Sweep: ◉←
Sleeper Hold 1: ◉↑
Facecrusher 1: ◉→
GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉↓
Knee Smash: ◉←
Mounted Punching 1: ◉↑
Short Arm Scissors: ◉→
GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉↓
Leg Lock: ◉←
Knee Stomp: ◉↑
Mexican Stretch: ◉→
ATTACK
Middle Kick: ⊗
Front Dropkick: ⊗↓
Low Kick: ⊗↑, ↑
Chop: ⊗←
Austin Punches: ⊗↓, ↓
Double Axe Handle: ⊗↑
Woman's Slap: ⊗→
ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗↑/↓
Knee Drop: ⊗←/→
GRAPPLE AT THE ROPE
Throw to the rope: ◉
FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Shoulder Thrust: ◉↑/↓
Choke: ◉←/→
FROM REAR OF TURNBUCKLE
Throw: ◉
Beat Head: ◉↑/↓/←/→
FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Choke: ◉↑/↓/←/→
Knee Attack: ⊗
DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗↓
Missile Dropkick: ⊗←
Elbow Drop: ⊗↑
Diving Hurracanrana: ⊗→
RUN TO ROPE AND DIVE
Dive Through Ropes: ⊗
DIVE AT ROPE
Vaulting Body Press: ⊗
RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
Rolling Clutch Pin: ◉↑/↓/←/→
Flying Forearm Smash: ⊗
Cross Body: ⊗↑/↓/←/→
RUNNING BEHIND OPPONENT
Bulldog: ◉
OPPONENT RUNNING
Sleeper Hold: ◉
Shoulder Back Toss: ◉↑/↓/←/→
DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Whip & Lay Down: ◉↓
Mudhole Stomping: ◉←
Spike Piledriver: ◉↑
Body Splash & Whip: ◉→

JACKREEN

GRAPPLE FROM FRONT
Irish Whip: ◉
Arm Wrench: ◉↓
Arm Drag: ◉←
Club To Neck: ◉↑
Snapmare: ◉→
GRAPPLE WHEN GROGGY
Irish Whip: ◉
Small Package: ◉↓
DDT: ◉←
Jacknife Powerbomb 1: ◉↑
Suplex 1: ◉→
GRAPPLE FROM BEHIND
Throw: ◉
Reverse Pin: ◉↓
Back Drop: ◉←
Sleeper Hold 1: ◉↑
School Boy: ◉→
GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉↓
Knee Smash: ◉←
Mounted Punching 1: ◉↑
Sleeper Hold 1: ◉→
GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉↓
Boston Crab: ◉←
Knee Stomp: ◉↑
Toss: ◉→
ATTACK
Middle Kick: ⊗
Dropkick: ⊗↓
Low Kick: ⊗↑, ↑
Chop: ⊗←
Back Elbow Smash: ⊗↓, ↓
Double Axe Handle: ⊗↑
Woman's Slap: ⊗→
ATTACK ON THE GROUND
Angry Stomp: ⊗
Knee Drop: ⊗↑/↓
Elbow Drop: ⊗←/→
GRAPPLE AT THE ROPE
Guillotine: ◉
FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Tornado DDT: ◉↑/↓
Shoulder Thrust: ◉←/→
FROM REAR OF TURNBUCKLE
Throw: ◉
Super Back Drop: ◉↑/↓/←/→
FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Choke: ◉↑/↓/←/→
Bronco Buster: ⊗
DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗↓
Missile Dropkick: ⊗←
Elbow Drop: ⊗↑
Double Axe Handle: ⊗→
RUN TO ROPE AND DIVE
Baseball Slide: ⊗
DIVE AT ROPE
Vaulting Body Press: ⊗
RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
Running Reverse Pin: ◉↑/↓/←/→
Clothesline: ⊗
Cross Body: ⊗↑/↓/←/→
RUNNING BEHIND OPPONENT
Bulldog: ◉
OPPONENT RUNNING
Monkey Toss: ◉
Shoulder Back Toss: ◉↑/↓/←/→
DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Whip & Lay Down: ◉↓
Mudhole Stomping: ◉←
Spike Piledriver: ◉↑
Body Splash & Whip: ◉→

TRISH STRATUS

GRAPPLE FROM FRONT
Irish Whip: ●
Club To Neck: ●↓
Snapmare: ●←
Eye Rake: ●↑
Arm Wrench: ●→
GRAPPLE WHEN GROGGY
Irish Whip: ●
Suplex 1: ●↓
Snapmare: ●←
Eye Rake: ●↑
Arm Wrench: ●→
GRAPPLE FROM BEHIND
Throw: ●
Reverse Pin: ●↓
Turn Facing Front: ●←
Sleeper Hold 2: ●↑
Low Blow: ●→
GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Woman's Beat Head: ●←
Mounted Punching 1: ●↑
Sleeper Hold 1: ●→
GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Kick To Groin: ●←
Knee Stomp: ●↑
Leg Lock: ●→
ATTACK
Woman's Slap: ⊗
Middle Kick: ⊗↓
Low Kick: ⊗↑, ↑
Body Punch: ⊗←
Austin Punches: ⊗↓, ↓
Double Axe Handle: ⊗↑
Chop: ⊗→
ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗↑/↓
Angry Stomp: ⊗←/→
GRAPPLE AT THE ROPE
Scoop Slam: ●
FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Kick To Groin : ●↑/↓
Choke: ●←/→
FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→
FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Bronco Buster: ⊗
DIVING ATTACK
Knee Drop: ⊗
Elbow Drop: ⊗↓
Double Axe Handle: ⊗←
Knee Drop: ⊗↑
Double Axe Handle: ⊗→
RUN TO ROPE AND DIVE
Baseball Slide: ⊗
DIVE AT ROPE
Vaulting Body Press: ⊗
RUNNING TOWARDS OPPONENT
Neckbreaker: ●
School Boy: ●↑/↓/←/→
Flying Forearm Smash: ⊗
Shoulder Block: ⊗↑/↓/←/→
RUNNING BEHIND OPPONENT
School Boy: ●
OPPONENT RUNNING
Sleeper Hold: ●
Shoulder Back Toss: ●↑/↓/←/→
DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Hip Throw: ●↑
Body Splash & Whip: ●→

THE KAT

GRAPPLE FROM FRONT
Irish Whip: ●
Club To Neck: ●↓
Snapmare: ●←
Elbow Strike: ●↑
Arm Wrench: ●→
GRAPPLE WHEN GROGGY
Irish Whip: ●
Suplex 1: ●↓
Snapmare: ●←
Elbow Strike: ●↑
Arm Wrench: ●→
GRAPPLE FROM BEHIND
Throw: ●
Reverse Pin: ●↓
Turn Facing Front: ●←
Sleeper Hold 2: ●↑
Facecrusher 1: ●→
GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Woman's Beat Head: ●←
Mounted Punching 1: ●↑
Reverse Chin Lock: ●→
GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Kick To Leg: ●←
Knee Stomp: ●↑
Leg Lock: ●→
ATTACK
Woman's Slap: ⊗
Middle Kick: ⊗↓
Low Kick: ⊗↑, ↑
Snap Jab: ⊗←
Austin Punches: ⊗↓, ↓
Double Axe Handle: ⊗↑
Chop: ⊗→
ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗↑/↓
Angry Stomp: ⊗←/→
GRAPPLE AT THE ROPE
Scoop Slam: ●
FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Kick To Groin : ●↑/↓
Choke: ●←/→
FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→
FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Bronco Buster: ⊗
DIVING ATTACK
Knee Drop: ⊗
Elbow Drop: ⊗↓
Double Axe Handle: ⊗←
Knee Drop: ⊗↑
Double Axe Handle: ⊗→
RUN TO ROPE AND DIVE
Rope Flip1: ⊗
DIVE AT ROPE
Vaulting Body Press: ⊗
RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Lou Thesz Press 1: ●↑/↓/←/→
Flying Forearm Smash: ⊗
Shoulder Block: ⊗↑/↓/←/→
RUNNING BEHIND OPPONENT
Scotty Facecrusher: ●
OPPONENT RUNNING
Monkey Toss: ●
Shoulder Back Toss: ●↑/↓/←/→
DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Elbow Drop: ●↑
Body Splash & Whip: ●→

LITA

GRAPPLE FROM FRONT
Irish Whip: ◉
Arm Wrench: ◉🡻
Snapmare: ◉🡸
Front Dropkick: ◉🡹
Elbow Strike: ◉🡺
GRAPPLE WHEN GROGGY
Irish Whip: ◉
Hurracanrana Pin: ◉🡻
DDT: ◉🡸
Hurracanrana: ◉🡹
Suplex 1: ◉🡺
GRAPPLE FROM BEHIND
Throw: ◉
Reverse Pin: ◉🡻
Back Drop: ◉🡸
Sleeper Hold 1: ◉🡹
School Boy: ◉🡺
GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Knee Smash: ◉🡸
Mounted Punching 1: ◉🡹
Mahistrol Cradle: ◉🡺
GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Mexican Surfboard: ◉🡸
Knee Stomp: ◉🡹
Bow And Arrow Lock: ◉🡺
ATTACK
Chop: ⊗
Front Dropkick: ⊗🡻
Low Kick: ⊗🡹, 🡹
Body Punch: ⊗🡸
Woman's Slap: ⊗🡺, 🡸
Double Axe Handle: ⊗🡹
Middle Kick: ⊗🡺
ATTACK ON THE GROUND
Angry Stomp: ⊗
Flip Splash: ⊗🡹/🡻
Double Knee Drop: ⊗🡸/🡺
GRAPPLE AT THE ROPE
Guillotine: ◉
FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Spring Board Arm Drag: ◉🡹/🡻
Frankensteiner: ◉🡸/🡺
FROM REAR OF TURNBUCKLE
Throw: ◉
Beat Head: ◉🡹/🡻/🡸/🡺
FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Foot choke: ◉🡹/🡻/🡸/🡺
Knee Attack: ⊗
DIVING ATTACK
Senton Bomb: ⊗
Diving Leg Drop: ⊗🡻
Missile Dropkick: ⊗🡸
Twisting Body Attack: ⊗🡹
Diving Hurracanrana: ⊗🡺
RUN TO ROPE AND DIVE
Rope Flip1: ⊗
DIVE AT ROPE
Asai Moonsault: ⊗
RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
Hurracanrana Pin: ◉🡹/🡻/🡸/🡺
Back Elbow Attack: ⊗
Cross Body: ⊗🡹/🡻/🡸/🡺
RUNNING BEHIND OPPONENT
Facecrusher 2: ◉
OPPONENT RUNNING
Arm Drag: ◉
Scissor Sweep: ◉🡹/🡻/🡸/🡺
DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Whip & On All Fours: ◉🡻
Mudhole Stomping: ◉🡸
Hip Throw: ◉🡹
Body Splash & Whip: ◉🡺

MR.MCMAHON

GRAPPLE FROM FRONT
Irish Whip: ◉
Club To Neck: ◉🡻
Headlock And Punch: ◉🡸
Overhand Punch: ◉🡹
Headlock: ◉🡺
GRAPPLE WHEN GROGGY
Irish Whip: ◉
Beat Head: ◉🡻
Headlock And Punch: ◉🡸
Hip Throw: ◉🡹
TrapPing Headbutts: ◉🡺
GRAPPLE FROM BEHIND
Throw: ◉
School Boy: ◉🡻
Turn Facing Front: ◉🡸
Sleeper Hold 1: ◉🡹
Facecrusher 1: ◉🡺
GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Fury Punch: ◉🡸
Mounted Punching 1: ◉🡹
Abdominal Stretch: ◉🡺
GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Leg Lock: ◉🡸
Knee Stomp: ◉🡹
Kick To Leg: ◉🡺
ATTACK
Boxing Snap Jab: ⊗
Boxing Uppercut: ⊗🡻
Toe Kick: ⊗🡹, 🡹
Boxing Body Blow: ⊗🡸
Chop: ⊗🡺, 🡸
Double Axe Handle: ⊗🡹
Boxing Hook Punch: ⊗🡺
ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗🡹/🡻
Elbow Drop: ⊗🡸/🡺
GRAPPLE AT THE ROPE
Throw to the rope: ◉
FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Shoulder Thrust: ◉🡹/🡻
Mudhole Stomping: ◉🡸/🡺
FROM REAR OF TURNBUCKLE
Throw: ◉
Beat Head: ◉🡹/🡻/🡸/🡺
FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Choke: ◉🡹/🡻/🡸/🡺
Knee Attack: ⊗
DIVING ATTACK
Knee Drop: ⊗
Elbow Drop: ⊗🡻
Double Axe Handle: ⊗🡸
Knee Drop: ⊗🡹
Double Axe Handle: ⊗🡺
RUN TO ROPE AND DIVE
Baseball Slide: ⊗
DIVE AT ROPE
Vaulting Body Press: ⊗
RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
Lou Thesz Press 1: ◉🡹/🡻/🡸/🡺
Shoulder Block: ⊗
Shoulder Block: ⊗🡹/🡻/🡸/🡺
RUNNING BEHIND OPPONENT
Bulldog: ◉
OPPONENT RUNNING
Shoulder Back Toss: ◉
Shoulder Back Toss: ◉🡹/🡻/🡸/🡺
DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Whip & Lay Down: ◉🡻
Mudhole Stomping: ◉🡸
Headbutt to groin: ◉🡹
Body Splash & Whip: ◉🡺

SHANE MCMAHON

GRAPPLE FROM FRONT
Irish Whip: ●
Suplex 1: ●↓
Scoop Slam: ●←
Overhand Punch: ●↑
Snapmare: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
DDT: ●↓
Hard Scoop Slam: ●←
Club To Neck: ●↑
Arm Wrench: ●→

GRAPPLE FROM BEHIND
Throw: ●
School Boy: ●↓
Bulldog: ●←
Sleeper Hold 1: ●↑
Low Blow: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Knee Smash: ●←
Mounted Punching 1: ●↑
Short Arm Scissors: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Leg Lock: ●←
Knee Stomp: ●↑
Kick To Leg: ●→

ATTACK
Snap Jab: ⊗
Boxing Body Blow: ⊗↓
Toe Kick: ⊗↑, ←
Buh Buh Ray Punches: ⊗←
Body Punch: ⊗↓, →
Double Axe Handle: ⊗↑
Boxing Hook Punch: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Knee Drop: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Shoulder Thrust: ●↑/↓
Mudhole Stomping: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Bronco Buster: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Dragon Attack: ⊗↓
Flying Clothesline: ⊗←
Knee Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Dive Through Ropes: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Running Reverse Pin: ●↑/↓/←/→
Back Elbow Attack: ⊗
Flying Forearm Smash: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
School Boy: ●

OPPONENT RUNNING
Sleeper Hold: ●
Monkey Toss: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Hip Throw: ●↓
Mudhole Stomping: ●←
Spike Piledriver: ●↑
Body Splash & Whip: ●→

STEPHANIE MCMAHON

GRAPPLE FROM FRONT
Irish Whip: ●
Club To Neck: ●↓
Snapmare: ●←
Eye Rake: ●↑
Elbow Strike: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Club To Neck: ●↓
Snapmare: ●←
Eye Rake: ●↑
Standing Crossface: ●→

GRAPPLE FROM BEHIND
Throw: ●
Reverse Pin: ●↓
Turn Facing Front: ●←
Sleeper Hold 2: ●↑
School Boy: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Woman's Beat Head: ●←
Mounted Punching 1: ●↑
Sleeper Hold 2: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Kick To Leg: ●←
Knee Stomp: ●↑
Leg Lock: ●→

ATTACK
Woman's Slap: ⊗
Middle Kick: ⊗↓
Low Kick: ⊗↑, ←
Austin Punches: ⊗←
Snap Jab: ⊗↓, →
Double Axe Handle: ⊗↑
Chop: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗↑/↓
Angry Stomp: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Shoulder Thrust: ●↑/↓
Choke: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Knee Drop: ⊗
Elbow Drop: ⊗↓
Double Axe Handle: ⊗←
Knee Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Neckbreaker: ●↑/↓/←/→
Shoulder Block: ⊗
Shoulder Block: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
School Boy: ●

OPPONENT RUNNING
Monkey Toss: ●
Shoulder Back Toss: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Hip Throw: ●↑
Body Splash & Whip: ●→

PAUL BEARER

GRAPPLE FROM FRONT
Irish Whip: ◉
Leg Trip: ◉🡻
Knee Attack: ◉🡸
Eye Rake: ◉🡹
Arm Wrench: ◉🡺
GRAPPLE WHEN GROGGY
Irish Whip: ◉
Piledriver: ◉🡻
Scoop Slam: ◉🡸
Standing Crossface: ◉🡹
Club To Neck: ◉🡺
GRAPPLE FROM BEHIND
Throw: ◉
Reverse Pin: ◉🡻
Turn Facing Front: ◉🡸
Sleeper Hold 1: ◉🡹
Bulldog: ◉🡺
GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Knee Smash: ◉🡸
Mounted Punching 1: ◉🡹
Sleeper Hold 1: ◉🡺
GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Kick To Leg: ◉🡸
Knee Stomp: ◉🡹
Leg Lock: ◉🡺
ATTACK
Buh Buh Ray Punches: ⊗
Body Punch: ⊗🡻
Toe Kick: ⊗🡹, 🡹
Chop: ⊗🡸
Double Axe Handle: ⊗🡻, 🡻
Overhand Punch: ⊗🡹
Austin Punches: ⊗🡺
ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗🡹/🡻
Elbow Drop: ⊗🡸/🡺
GRAPPLE AT THE ROPE
Guillotine: ◉
FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Shoulder Thrust: ◉🡹/🡻
Choke: ◉🡸/🡺
FROM REAR OF TURNBUCKLE
Throw: ◉
Beat Head: ◉🡹/🡻/🡸/🡺
FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Choke: ◉🡹/🡻/🡸/🡺
Knee Attack: ⊗
DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗🡻
Double Axe Handle: ⊗🡸
Elbow Drop: ⊗🡹
Double Axe Handle: ⊗🡺
RUN TO ROPE AND DIVE
Baseball Slide: ⊗
DIVE AT ROPE
Vaulting Body Press: ⊗
RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
Neckbreaker: ◉🡹/🡻/🡸/🡺
Shoulder Block: ⊗
Shoulder Block: ⊗🡹/🡻/🡸/🡺
RUNNING BEHIND OPPONENT
Bulldog: ◉
OPPONENT RUNNING
Sleeper Hold: ◉
Powerslam: ◉🡹/🡻/🡸/🡺
DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Whip & Lay Down: ◉🡻
Mudhole Stomping: ◉🡸
Facebuster: ◉🡹
Body Splash & Whip: ◉🡺

MICHAEL COLE

GRAPPLE FROM FRONT
Irish Whip: ◉
Scissor Sweep: ◉🡻
Arm Drag: ◉🡸
Eye Rake: ◉🡹
Club To Neck: ◉🡺
GRAPPLE WHEN GROGGY
Irish Whip: ◉
School Boy: ◉🡻
Scoop Slam: ◉🡸
Arm Wrench: ◉🡹
Front Dropkick: ◉🡺
GRAPPLE FROM BEHIND
Throw: ◉
Reverse Pin: ◉🡻
Turn Facing Front: ◉🡸
Sleeper Hold 2: ◉🡹
School Boy: ◉🡺
GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Knee Smash: ◉🡸
Mounted Punching 1: ◉🡹
Crash Holly Cradle Pin: ◉🡺
GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Mexican Surfboard: ◉🡸
Knee Stomp: ◉🡹
Mexican Stretch: ◉🡺
ATTACK
Chop: ⊗
Roundhouse Dropkick: ⊗🡻
Toe Kick: ⊗🡹, 🡹
Austin Punches: ⊗🡸
Overhand Chop: ⊗🡻, 🡻
Double Axe Handle: ⊗🡹
Body Punch: ⊗🡺
ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗🡹/🡻
Angry Stomp: ⊗🡸/🡺
GRAPPLE AT THE ROPE
Guillotine: ◉
FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Choke: ◉🡹/🡻
10 Punch: ◉🡸/🡺
FROM REAR OF TURNBUCKLE
Throw: ◉
Beat Head: ◉🡹/🡻/🡸/🡺
FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Choke: ◉🡹/🡻/🡸/🡺
Bronco Buster: ⊗
DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗🡻
Double Axe Handle: ⊗🡸
Elbow Drop: ⊗🡹
Double Axe Handle: ⊗🡺
RUN TO ROPE AND DIVE
Baseball Slide: ⊗
DIVE AT ROPE
Vaulting Body Press: ⊗
RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
Rolling Clutch Pin: ◉🡹/🡻/🡸/🡺
Shoulder Block: ⊗
Shoulder Block: ⊗🡹/🡻/🡸/🡺
RUNNING BEHIND OPPONENT
Scotty Facecrusher: ◉
OPPONENT RUNNING
Monkey Toss: ◉
Powerslam: ◉🡹/🡻/🡸/🡺
DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Whip & Lay Down: ◉🡻
Mudhole Stomping: ◉🡸
Too Cool Elbow Drop: ◉🡹
Body Splash & Whip: ◉🡺

MANKIND

GRAPPLE FROM FRONT
Irish Whip: ●
Manhattan Drop: ●↓
Scoop Slam: ●←
Eye Rake: ●↑
DDT: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Jacknife Powerbomb 1: ●↓
Double Arm DDT: ●←
Pulling Piledriver: ●↑
Beat Head: ●→

GRAPPLE FROM BEHIND
Throw: ●
School Boy: ●↓
Back Drop: ●←
Reverse DDT: ●↑
Facecrusher 1: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Camel Clutch: ●←
Mounted Punching 1: ●↑
Sleeper Hold 1: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Toss: ●←
Knee Stomp: ●↑
Kick To Leg: ●→

ATTACK
Buh Buh Ray Punches: ⊗
Clothesline: ⊗↓
Toe Kick: ⊗↑, ↑
Chop: ⊗←
Double Axe Handle: ⊗↓, ↓
Overhand Punch: ⊗↑
Body Punch: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Leg Drop: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Boss Man Attack: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Mudhole Stomping: ●↑/↓
10 Punch: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗↓
Front Dropkick: ⊗←
Diving Elbow: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Lou Thesz Press 1: ●↑/↓/←/→
Clothesline: ⊗
Elbow Attack: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
School Boy: ●

OPPONENT RUNNING
Monkey Toss: ●
Powerslam: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Elbow Drop: ●↓
Mudhole Stomping: ●←
Whip & Lay Down: ●↑
Body Splash & Whip: ●→

BULL BUCHANAN

GRAPPLE FROM FRONT
Irish Whip: ●
Manhattan Drop: ●↓
Arm Drag: ●←
Eye Rake: ●↑
Side Buster: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Jacknife Powerbomb 1: ●↓
Rib Breaker: ●←
Bearhug: ●↑
Shoulder Breaker: ●→

GRAPPLE FROM BEHIND
Throw: ●
Atomic Drop: ●↓
Back Drop: ●←
Sleeper Hold 1: ●↑
Reverse DDT: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Camel Clutch: ●←
Mounted Punching 1: ●↑
Reverse Chin Lock: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Kick To Groin: ●←
Knee Stomp: ●↑
Toss: ●→

ATTACK
Back Elbow Smash: ⊗
Big Boot: ⊗↓
Toe Kick: ⊗↑, ↑
Austin Punches: ⊗←
Double Axe Handle: ⊗↓, ↓
Clothesline: ⊗↑
Body Punch: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Elbow Drop: ⊗↑/↓
Leg Drop: ⊗←/→

GRAPPLE AT THE ROPE
Throw to the rope: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Back Elbow Strike 2: ●↑/↓
Body Strikes: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Super Back Drop: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Diving Leg Drop: ⊗
Elbow Drop: ⊗↓
Diving Fame Asser: ⊗←
Diving Elbow: ⊗↑
Flying Clothesline: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Rolling Clutch Pin: ●↑/↓/←/→
Clothesline: ⊗
Back Elbow Attack: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ●

OPPONENT RUNNING
Back Flip To Pancake: ●
Spinebuster: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Spike Piledriver: ●↓
Mudhole Stomping: ●←
Stomach Crusher: ●↑
Body Splash & Whip: ●→

TAKA

GRAPPLE FROM FRONT
Irish Whip: ◉
Scissor Sweep: ◉🡻
Snapmare: ◉🡸
Club To Neck: ◉🡹
DDT: ◉🡺
GRAPPLE WHEN GROGGY
Irish Whip: ◉
Falling Powerbomb Pin: ◉🡻
Falling Neckbreaker: ◉🡸
Hurracanrana: ◉🡹
Jumping Tornado DDT: ◉🡺
GRAPPLE FROM BEHIND
Throw: ◉
German Suplex Pin: ◉🡻
Back Drop: ◉🡸
Russian Leg Sweep: ◉🡹
Facecrusher 2: ◉🡺
GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Camel Clutch: ◉🡸
Mounted Punching 1: ◉🡹
Mahistrol Cradle: ◉🡺
GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Mexican Surfboard: ◉🡸
Knee Stomp: ◉🡹
Kick To Groin: ◉🡺
ATTACK
Elbow Smash: ⊗
Dropkick: ⊗🡻
Toe Kick: ⊗🡹, 🡹
SPinning Back Kick: ⊗🡸
Chop: ⊗🡻, 🡻
Uppercut Palm Strike: ⊗🡹
Throat Thrust: ⊗🡺
ATTACK ON THE GROUND
Angry Stomp: ⊗
Leg Drop: ⊗🡹/🡻
Double Knee Drop: ⊗🡸/🡺
GRAPPLE AT THE ROPE
Guillotine: ◉
FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Tornado DDT: ◉🡹/🡻
Dropkick & Waiting: ◉🡸/🡺
FROM REAR OF TURNBUCKLE
Throw: ◉
Super Back Drop: ◉🡹/🡻/🡸/🡺
FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Foot choke: ◉🡹/🡻/🡸/🡺
Bronco Buster: ⊗
DIVING ATTACK
Knee Drop: ⊗
Diving Moonsault: ⊗🡻
Headscissor Takedown: ⊗🡸
Diving Headbutt: ⊗🡹
Missile Dropkick: ⊗🡺
RUN TO ROPE AND DIVE
High Flying Body Press: ⊗
DIVE AT ROPE
Lionsault: ⊗
RUNNING TOWARDS OPPONENT
Headscissor Takedown: ◉
Running SPinning Pin: ◉🡹/🡻/🡸/🡺
SPinning Wheel Kick: ⊗
Diving Forearm Smash: ⊗🡹/🡻/🡸/🡺
RUNNING BEHIND OPPONENT
Facecrusher 2: ◉
OPPONENT RUNNING
Arm Drag: ◉
Scissor Sweep: ◉🡹/🡻/🡸/🡺
DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Whip & Lay Down: ◉🡻
Mudhole Stomping: ◉🡸
Falling Powerbomb: ◉🡹
Body Splash & Whip: ◉🡺

FUNAKI

GRAPPLE FROM FRONT
Irish Whip: ◉
Leg Trip: ◉🡻
Arm Drag: ◉🡸
Fireman Carry: ◉🡹
Snap Suplex: ◉🡺
GRAPPLE WHEN GROGGY
Irish Whip: ◉
Reverse Armbar: ◉🡻
Jawbreaker 1: ◉🡸
FlipPing Armbar: ◉🡹
Falling Neckbreaker: ◉🡺
GRAPPLE FROM BEHIND
Throw: ◉
German Suplex Pin: ◉🡻
Back Side Slam: ◉🡸
Sleeper Hold 2: ◉🡹
Back Drop: ◉🡺
GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Face Stretch: ◉🡸
Mounted Punching 1: ◉🡹
Crash Holly Cradle Pin: ◉🡺
GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Leg Lock: ◉🡸
Knee Stomp: ◉🡹
STF: ◉🡺
ATTACK
Snap Jab: ⊗
Front Dropkick: ⊗🡻
Toe Kick: ⊗🡹, 🡹
Chop: ⊗🡸
Double Axe Handle: ⊗🡻, 🡻
Shuffle Side Kick: ⊗🡹
Body Punch: ⊗🡺
ATTACK ON THE GROUND
Angry Stomp: ⊗
Flip Splash: ⊗🡹/🡻
Elbow Drop: ⊗🡸/🡺
GRAPPLE AT THE ROPE
Guillotine: ◉
FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Diamond Dust: ◉🡹/🡻
Frankensteiner: ◉🡸/🡺
FROM REAR OF TURNBUCKLE
Throw: ◉
Super Back Drop: ◉🡹/🡻/🡸/🡺
FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Foot choke: ◉🡹/🡻/🡸/🡺
Knee Attack: ⊗
DIVING ATTACK
Knee Drop: ⊗
Diving Leg Drop: ⊗🡻
Headscissor Takedown: ⊗🡸
Elbow Drop: ⊗🡹
Missile Dropkick: ⊗🡺
RUN TO ROPE AND DIVE
Dive Through Ropes: ⊗
DIVE AT ROPE
Vaulting Body Press: ⊗
RUNNING TOWARDS OPPONENT
Headscissor Takedown: ◉
Cross Fixed Pin: ◉🡹/🡻/🡸/🡺
Elbow Attack: ⊗
Dropkick: ⊗🡹/🡻/🡸/🡺
RUNNING BEHIND OPPONENT
Facecrusher 2: ◉
OPPONENT RUNNING
Monkey Toss: ◉
Powerslam: ◉🡹/🡻/🡸/🡺
DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Hip Throw: ◉🡻
Mudhole Stomping: ◉🡸
Backbreaker & Leg Drop: ◉🡹
Body Splash & Whip: ◉🡺

PATTERSON

GRAPPLE FROM FRONT
Irish Whip: ◉
Falling Neckbreaker: ◉🡻
Scoop Slam: ◉🡸
Overhand Punch: ◉🡹
Arm Wrench: ◉🡺

GRAPPLE WHEN GROGGY
Irish Whip: ◉
Piledriver: ◉🡻
Bearhug: ◉🡸
Club To Neck: ◉🡹
Jumping Arm Breaker: ◉🡺

GRAPPLE FROM BEHIND
Throw: ◉
Reverse Pin: ◉🡻
High Angle Back Drop: ◉🡸
Sleeper Hold 1: ◉🡹
Bulldog: ◉🡺

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Sleeper Hold 1: ◉🡸
Mounted Punching 1: ◉🡹
Reverse Chin Lock: ◉🡺

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Toss: ◉🡸
Knee Stomp: ◉🡹
Boston Crab: ◉🡺

ATTACK
Chop: ⊗
Body Punch: ⊗🡻
Toe Kick: ⊗🡹, 🡹
Austin Punches: ⊗🡸
Double Axe Handle: ⊗🡻, 🡻
Overhand Punch: ⊗🡹
Elbow Smash: ⊗🡺

ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗🡹/🡻
Elbow Drop: ⊗🡸/🡺

GRAPPLE AT THE ROPE
Throw to the rope: ◉

FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Stink Face: ◉🡹/🡻
Choke: ◉🡸/🡺

FROM REAR OF TURNBUCKLE
Throw: ◉
Beat Head: ◉🡹/🡻/🡸/🡺

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Choke: ◉🡹/🡻/🡸/🡺
Bronco Buster: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗🡻
Shoulder Block: ⊗🡸
Elbow Drop: ⊗🡹
Double Axe Handle: ⊗🡺

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
Lou Thesz Press 1: ◉🡹/🡻/🡸/🡺
Shoulder Block: ⊗
Diving Shoulder: ⊗🡹/🡻/🡸/🡺

RUNNING BEHIND OPPONENT
Bulldog: ◉

OPPONENT RUNNING
Monkey Toss: ◉
Samoan Drop: ◉🡹/🡻/🡸/🡺

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Whip & Lay Down: ◉🡻
Mudhole Stomping: ◉🡸
Facebuster: ◉🡹
Body Splash & Whip: ◉🡺

BRISCO

GRAPPLE FROM FRONT
Irish Whip: ◉
Leg Trip: ◉🡻
Scoop Slam: ◉🡸
Club To Neck: ◉🡹
Headlock: ◉🡺

GRAPPLE WHEN GROGGY
Irish Whip: ◉
Standing Crossface: ◉🡻
Hip Throw: ◉🡸
Shin Breaker: ◉🡹
Suplex 1: ◉🡺

GRAPPLE FROM BEHIND
Throw: ◉
Reverse Pin: ◉🡻
Turn Facing Front: ◉🡸
Abdominal Stretch: ◉🡹
Russian Leg Sweep: ◉🡺

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Knee Smash: ◉🡸
Mounted Punching 1: ◉🡹
Short Arm Scissors: ◉🡺

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Leg Lock: ◉🡸
Knee Stomp: ◉🡹
Figure 4 Leg Lock 1: ◉🡺

ATTACK
Chop: ⊗
Body Punch: ⊗🡻
Toe Kick: ⊗🡹, 🡹
Austin Punches: ⊗🡸
Double Axe Handle: ⊗🡻, 🡻
Overhand Punch: ⊗🡹
Slap: ⊗🡺

ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗🡹/🡻
Elbow Drop: ⊗🡸/🡺

GRAPPLE AT THE ROPE
Guillotine: ◉

FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Mudhole Stomping: ◉🡹/🡻
Shoulder Thrust: ◉🡸/🡺

FROM REAR OF TURNBUCKLE
Throw: ◉
Beat Head: ◉🡹/🡻/🡸/🡺

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Choke: ◉🡹/🡻/🡸/🡺
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗🡻
Front Dropkick: ⊗🡸
Elbow Drop: ⊗🡹
Double Axe Handle: ⊗🡺

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
Rolling Clutch Pin: ◉🡹/🡻/🡸/🡺
Shoulder Block: ⊗
Elbow Attack: ⊗🡹/🡻/🡸/🡺

RUNNING BEHIND OPPONENT
School Boy: ◉

OPPONENT RUNNING
Sleeper Hold: ◉
Monkey Toss: ◉🡹/🡻/🡸/🡺

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Whip & Lay Down: ◉🡻
Mudhole Stomping: ◉🡸
Stomach Crusher: ◉🡹
Body Splash & Whip: ◉🡺

PETE GAS

GRAPPLE FROM FRONT
Irish Whip: ◉
Arm Wrench: ◉🡻
Snapmare: ◉🡸
Club To Neck: ◉🡹
Knee Attack: ◉🡺

GRAPPLE WHEN GROGGY
Irish Whip: ◉
Arm Wrench: ◉🡻
Snapmare: ◉🡸
Eye Rake: ◉🡹
Shoulder Breaker: ◉🡺

GRAPPLE FROM BEHIND
Throw: ◉
Reverse Pin: ◉🡻
Back Drop: ◉🡸
Sleeper Hold 1: ◉🡹
Bulldog: ◉🡺

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Knee Smash: ◉🡸
Mounted Punching 1: ◉🡹
Sleeper Hold 2: ◉🡺

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Toss: ◉🡸
Knee Stomp: ◉🡹
Kick To Leg: ◉🡺

ATTACK
Chop: ⊗
Clothesline: ⊗🡻
Toe Kick: ⊗🡹, 🡸
Buh Buh Ray Punches: ⊗🡸
Double Axe Handle: ⊗🡻, 🡹
Overhand Punch: ⊗🡹
Toe Kick: ⊗🡺

ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗🡹/🡻
Elbow Drop: ⊗🡸/🡺

GRAPPLE AT THE ROPE
Guillotine: ◉

FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Shoulder Thrust: ◉🡹/🡻
Choke: ◉🡸/🡺

FROM REAR OF TURNBUCKLE
Throw: ◉
Beat Head: ◉🡹/🡻/🡸/🡺

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Choke: ◉🡹/🡻/🡸/🡺
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗🡻
Front Dropkick: ⊗🡸
Diving Elbow: ⊗🡹
Double Axe Handle: ⊗🡺

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
Lou Thesz Press 1: ◉🡹/🡻/🡸/🡺
Clothesline: ⊗
Shoulder Block: ⊗🡹/🡻/🡸/🡺

RUNNING BEHIND OPPONENT
Bulldog: ◉

OPPONENT RUNNING
Monkey Toss: ◉
Samoan Drop: ◉🡹/🡻/🡸/🡺

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Whip & Lay Down: ◉🡻
Mudhole Stomping: ◉🡸
Stomach Crusher: ◉🡹
Body Splash & Whip: ◉🡺

RODNEY

GRAPPLE FROM FRONT
Irish Whip: ◉
Arm Wrench: ◉🡻
Snapmare: ◉🡸
Eye Rake: ◉🡹
Club To Neck: ◉🡺

GRAPPLE WHEN GROGGY
Irish Whip: ◉
Arm Wrench: ◉🡻
Snapmare: ◉🡸
Falling Neckbreaker: ◉🡹
Club To Neck: ◉🡺

GRAPPLE FROM BEHIND
Throw: ◉
School Boy: ◉🡻
Turn Facing Front: ◉🡸
Sleeper Hold 2: ◉🡹
Bulldog: ◉🡺

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Knee Smash: ◉🡸
Mounted Punching 1: ◉🡹
Short Arm Scissors: ◉🡺

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉🡻
Kick To Leg: ◉🡸
Knee Stomp: ◉🡹
Leg Lock: ◉🡺

ATTACK
Chop: ⊗
Front Dropkick: ⊗🡻
Toe Kick: ⊗🡹, 🡸
Austin Punches: ⊗🡸
Elbow Smash: ⊗🡻, 🡹
Double Axe Handle: ⊗🡹
Body Punch: ⊗🡺

ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗🡹/🡻
Elbow Drop: ⊗🡸/🡺

GRAPPLE AT THE ROPE
Guillotine: ◉

FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Shoulder Thrust: ◉🡹/🡻
Choke: ◉🡸/🡺

FROM REAR OF TURNBUCKLE
Throw: ◉
Beat Head: ◉🡹/🡻/🡸/🡺

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Foot choke: ◉🡹/🡻/🡸/🡺
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗🡻
Shoulder Block: ⊗🡸
Twisting Body Attack: ⊗🡹
Double Axe Handle: ⊗🡺

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
Cross Fixed Pin: ◉🡹/🡻/🡸/🡺
Clothesline: ⊗
Shoulder Block: ⊗🡹/🡻/🡸/🡺

RUNNING BEHIND OPPONENT
School Boy: ◉

OPPONENT RUNNING
Monkey Toss: ◉
Shoulder Back Toss: ◉🡹/🡻/🡸/🡺

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Hip Throw: ◉🡻
Mudhole Stomping: ◉🡸
Facebuster: ◉🡹
Body Splash & Whip: ◉🡺

JOEY ABS

GRAPPLE FROM FRONT
Irish Whip: ●
DDT: ●↓
Hard Scoop Slam: ●←
Overhand Punch: ●↑
Suplex 1: ●→
GRAPPLE WHEN GROGGY
Irish Whip: ●
Piledriver: ●↓
Stomach Crusher: ●←
Diving Powerbomb: ●↑
Drop Suplex: ●→
GRAPPLE FROM BEHIND
Throw: ●
School Boy: ●↓
Bulldog: ●←
Abdominal Stretch: ●↑
Blue Thunder Pin: ●→
GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Sleeper Hold 1: ●←
Mounted Punching 1: ●↑
Knee Smash: ●→
GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Kick To Leg: ●←
Knee Stomp: ●↑
Leg Lock: ●→
ATTACK
Chop: ⊗
Big Boot: ⊗↓
Toe Kick: ⊗↑, ↑
Austin Punches: ⊗←
Double Axe Handle: ⊗↓, ↓
Overhand Punch: ⊗↑
Body Punch: ⊗→
ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗↑/↓
Elbow Drop: ⊗←/→
GRAPPLE AT THE ROPE
Guillotine: ●
FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Shoulder Thrust: ●↑/↓
Mudhole Stomping: ●←/→
FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→
FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Choke: ●↑/↓/←/→
Knee Attack: ⊗
DIVING ATTACK
Diving Leg Drop: ⊗
Test Diving Elbow: ⊗↓
Flying Clothesline: ⊗←
Elbow Drop: ⊗↑
Double Axe Handle: ⊗→
RUN TO ROPE AND DIVE
Baseball Slide: ⊗
DIVE AT ROPE
Vaulting Body Press: ⊗
RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Spear: ●↑/↓/←/→
Jumping Knee Attack: ⊗
Clothesline: ⊗↑/↓/←/→
RUNNING BEHIND OPPONENT
Facecrusher 1: ●
OPPONENT RUNNING
Sleeper Hold: ●
Powerslam: ●↑/↓/←/→
DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Body Attack: ●↓
Mudhole Stomping: ●←
Powerbomb: ●↑
Body Splash & Whip: ●→

HBK

GRAPPLE FROM FRONT
Irish Whip: ●
Jumping Arm Breaker: ●↓
Arm Drag: ●←
Arm Wrench: ●↑
Snap Suplex: ●→
GRAPPLE WHEN GROGGY
Irish Whip: ●
Fame Asser: ●↓
Hurracanrana: ●←
Stomach Crusher: ●↑
Side Buster: ●→
GRAPPLE FROM BEHIND
Throw: ●
School Boy: ●↓
Back Drop: ●←
Russian Leg Sweep: ●↑
Facecrusher 2: ●→
GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Knee Smash: ●←
Mounted Punching 1: ●↑
Short Arm Scissors: ●→
GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Leg Lock: ●←
Knee Stomp: ●↑
Figure 4 Leg Lock 1: ●→
ATTACK
Snap Jab: ⊗
Dropkick: ⊗↓
Toe Kick: ⊗↑, ↑
SPinning Back Kick: ⊗←
Double Axe Handle: ⊗↓, ↓
Clothesline: ⊗↑
Chop: ⊗→
ATTACK ON THE GROUND
Angry Stomp: ⊗
Knee Drop: ⊗↑/↓
Elbow Drop: ⊗←/→
GRAPPLE AT THE ROPE
Guillotine: ●
FROM FRONT OF TURNBUCKLE
Irish Whip: ●
10 Punch: ●↑/↓
Mudhole Stomping: ●←/→
FROM REAR OF TURNBUCKLE
Throw: ●
Super Back Drop: ●↑/↓/←/→
FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Bronco Buster: ⊗
DIVING ATTACK
Diving Elbow: ⊗
Diving Moonsault: ⊗↓
Missile Dropkick: ⊗←
Test Diving Elbow: ⊗↑
Double Axe Handle: ⊗→
RUN TO ROPE AND DIVE
Baseball Slide: ⊗
DIVE AT ROPE
Vaulting Body Press: ⊗
RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Rolling Clutch Pin: ●↑/↓/←/→
Back Elbow Attack: ⊗
Clothesline: ⊗↑/↓/←/→
RUNNING BEHIND OPPONENT
Facecrusher 2: ●
OPPONENT RUNNING
Monkey Toss: ●
Whirl Back Breaker: ●↑/↓/←/→
DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Spike Piledriver: ●↑
Body Splash & Whip: ●→

MICK FORLY

GRAPPLE FROM FRONT
Irish Whip: ◉
DDT: ◉↓
Scoop Slam: ◉←
Club To Neck: ◉↑
Knee Attack: ◉→

GRAPPLE WHEN GROGGY
Irish Whip: ◉
Double Arm DDT: ◉↓
TrapPing Headbutts: ◉←
Pulling Piledriver: ◉↑
Drop Suplex: ◉→

GRAPPLE FROM BEHIND
Throw: ◉
School Boy: ◉↓
Back Drop: ◉←
Reverse DDT: ◉↑
Facecrusher 1: ◉→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉↓
Camel Clutch: ◉←
Mounted Punching 1: ◉↑
Big Splash: ◉→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉↓
Toss: ◉←
Knee Stomp: ◉↑
Kick To Leg: ◉→

ATTACK
Buh Buh Ray Punches: ⊗
Front Dropkick: ⊗↓
Toe Kick: ⊗↑, ↑
Chop: ⊗←
Double Axe Handle: ⊗↓, ↓
Clothesline: ⊗↑
Body Punch: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Leg Drop: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Throw to the rope: ◉

FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Mudhole Stomping: ◉↑/↓
10 Punch: ◉←/→

FROM REAR OF TURNBUCKLE
Throw: ◉
Beat Head: ◉↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Choke: ◉↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗↓
Flying Clothesline: ⊗←
Diving Elbow: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
Lou Thesz Press 1: ◉↑/↓/←/→
Clothesline: ⊗
Elbow Attack: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Bulldog: ◉

OPPONENT RUNNING
Sleeper Hold: ◉
Powerslam: ◉↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Hip Throw: ◉↓
Mudhole Stomping: ◉←
Powerbomb: ◉↑
Body Splash & Whip: ◉→

CACTUS JACK

GRAPPLE FROM FRONT
Irish Whip: ◉
DDT: ◉↓
Scoop Slam: ◉←
Overhand Punch: ◉↑
Knee Attack: ◉→

GRAPPLE WHEN GROGGY
Irish Whip: ◉
Jacknife Powerbomb 1: ◉↓
TrapPing Headbutts: ◉←
Pulling Piledriver: ◉↑
Beat Head: ◉→

GRAPPLE FROM BEHIND
Throw: ◉
School Boy: ◉↓
Back Drop: ◉←
Reverse DDT: ◉↑
Facecrusher 1: ◉→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉↓
Fury Punch: ◉←
Mounted Punching 1: ◉↑
It Bites A Forehead: ◉→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ◉
Pin: ◉↓
Toss: ◉←
Knee Stomp: ◉↑
Kick To Leg: ◉→

ATTACK
Buh Buh Ray Punches: ⊗
Clothesline: ⊗↓
Toe Kick: ⊗↑, ↑
Kane Throat Thrust: ⊗←
Chop: ⊗↓, ↓
Overhand Punch: ⊗↑
Body Punch: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Leg Drop: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Throw to the rope: ◉

FROM FRONT OF TURNBUCKLE
Irish Whip: ◉
Mudhole Stomping: ◉↑/↓
Shoulder Thrust: ◉←/→

FROM REAR OF TURNBUCKLE
Throw: ◉
Beat Head: ◉↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ◉
Choke: ◉↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Elbow Drop: ⊗
Knee Drop: ⊗↓
Shoulder Block: ⊗←
Elbow Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ◉
Lou Thesz Press 1: ◉↑/↓/←/→
Clothesline: ⊗
Elbow Attack: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
Facecrusher 1: ◉

OPPONENT RUNNING
Sleeper Hold: ◉
Shoulder Back Toss: ◉↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ◉
Stomach Crusher: ◉↓
Mudhole Stomping: ◉←
Spike Piledriver: ◉↑
Body Splash & Whip: ◉→

STEVEN RICHARDS

GRAPPLE FROM FRONT
Irish Whip: ●
Side Buster: ●↓
Arm Drag: ●←
Arm Wrench: ●↑
Suplex 1: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Falling Powerbomb Pin: ●↓
SPinning Back Drop: ●←
Shoulder Breaker: ●↑
DDT: ●→

GRAPPLE FROM BEHIND
Throw: ●
Reverse Pin: ●↓
Back Drop: ●←
Russian Leg Sweep: ●↑
Bulldog: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Knee Smash: ●←
Mounted Punching 1: ●↑
Short Arm Scissors: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Toss: ●←
Knee Stomp: ●↑
Leg Lock: ●→

ATTACK
Snap Jab: ⊗
Dropkick: ⊗↓
Toe Kick: ⊗↑, ↑
SPinning Back Kick: ⊗←
Double Axe Handle: ⊗↓, ↓
Shuffle Side Kick: ⊗↑
Chop: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Knee Drop: ⊗↑/↓
Elbow Drop: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
10 Punch: ●↑/↓
Superplex: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Super Back Drop: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Bronco Buster: ⊗

DIVING ATTACK
Knee Drop: ⊗
Diving Moonsault: ⊗↓
Front Dropkick: ⊗←
Elbow Drop: ⊗↑
Flying Clothesline: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Rolling Clutch Pin: ●↑/↓/←/→
Clothesline: ⊗
Dropkick: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
School Boy: ●

OPPONENT RUNNING
Monkey Toss: ●
Shoulder Back Toss: ●↑/↓/←/→

DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Whip & Lay Down: ●↓
Mudhole Stomping: ●←
Hip Throw: ●↑
Body Splash & Whip: ●→

DEBRA

GRAPPLE FROM FRONT
Irish Whip: ●
Club To Neck: ●↓
Snapmare: ●←
Eye Rake: ●↑
Arm Wrench: ●→

GRAPPLE WHEN GROGGY
Irish Whip: ●
Club To Neck: ●↓
Snapmare: ●←
Eye Rake: ●↑
Standing Crossface: ●→

GRAPPLE FROM BEHIND
Throw: ●
Reverse Pin: ●↓
Turn Facing Front: ●←
Sleeper Hold 2: ●↑
School Boy: ●→

GRAPPLE UPPER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Knee Smash: ●←
Mounted Punching 1: ●↑
Sleeper Hold 1: ●→

GRAPPLE LOWER BODY-GROUND
Raise The Opponent Up: ●
Pin: ●↓
Kick To Leg: ●←
Knee Stomp: ●↑
Kick To Groin: ●→

ATTACK
Woman's Slap: ⊗
Middle Kick: ⊗↓
Low Kick: ⊗↑, ↑
Austin Punches: ⊗←
Snap Jab: ⊗↓, ↓
Double Axe Handle: ⊗↑
Chop: ⊗→

ATTACK ON THE GROUND
Angry Stomp: ⊗
Angry Stomp: ⊗↑/↓
Angry Stomp: ⊗←/→

GRAPPLE AT THE ROPE
Guillotine: ●

FROM FRONT OF TURNBUCKLE
Irish Whip: ●
Shoulder Thrust: ●↑/↓
Choke: ●←/→

FROM REAR OF TURNBUCKLE
Throw: ●
Beat Head: ●↑/↓/←/→

FROM LOWER TURNBUCKLE
Raise The Opponent Up: ●
Foot choke: ●↑/↓/←/→
Knee Attack: ⊗

DIVING ATTACK
Knee Drop: ⊗
Elbow Drop: ⊗↓
Double Axe Handle: ⊗←
Knee Drop: ⊗↑
Double Axe Handle: ⊗→

RUN TO ROPE AND DIVE
Baseball Slide: ⊗

DIVE AT ROPE
Vaulting Body Press: ⊗

RUNNING TOWARDS OPPONENT
Neckbreaker: ●
Neckbreaker: ●↑/↓/←/→
Shoulder Block: ⊗
Shoulder Block: ⊗↑/↓/←/→

RUNNING BEHIND OPPONENT
School Boy: ●

OPPONENT RUNNING
Monkey Toss: ●
Shoulder Back Toss: ●↑/↓/←/→

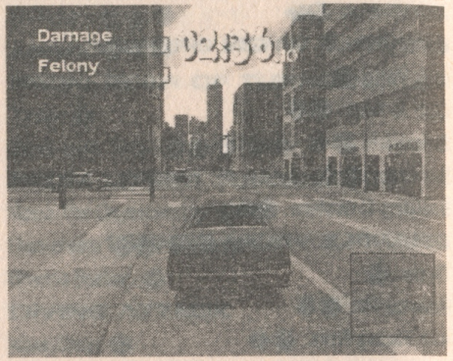
DOUBLE TEAM AT TURNBUCKLE
Irish Whip: ●
Elbow Drop: ●↓
Mudhole Stomping: ●←
Hip Throw: ●↑
Body Splash & Whip: ●→

DRIVER 2

CHICAGO

1 SURVEILLANCE TIP OFF

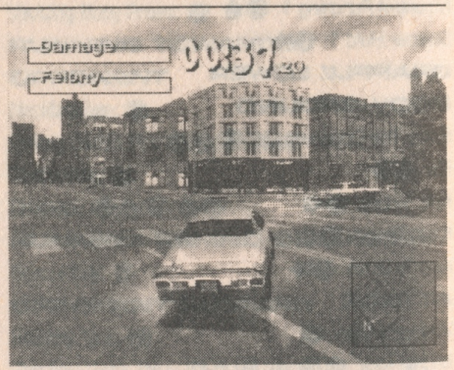
Your very first mission is a simple case of reaching your destination within the time limit. If you're familiar with the first game, you'll probably make it with a minute or more to spare



New drivers will have the chance to find out what life in the windy city feels like. Keep an eye on your radar at all times and don't forget to check the map - one wrong turn can add minutes to your journey

2 CHASE THE WITNESS

Driver 2 gets challenging very quickly. Now you have to keep up with the witness as he careers across the road. The first thing to do is to make a speedy start. Use ◉ to start with a boost, but beware of losing control



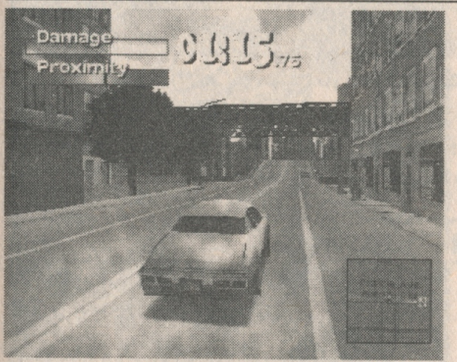
Try to memorise the turns that the car makes so you can differentiate between a change of lane and a screech round a corner. As long as he's in sight you'll make it, so watch carefully

3 TRAIN PURSUIT

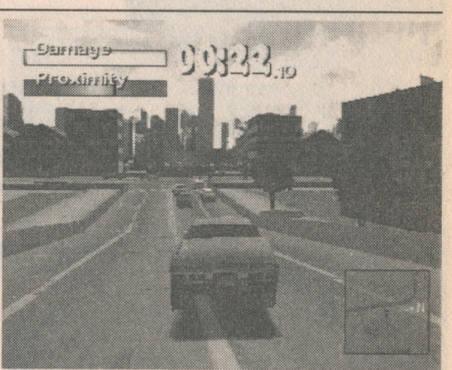
It's actually slightly easier to follow the train because of the track. Watch out for the columns that hold up the train track, and take it easy over the sandbanks at the start of the mission

You can see where the train line runs on the radar, so follow this line and see if you can spot any shortcuts along the way. Don't go past the station where he gets off - it's just after the rail crossroads, to the left

4 TAILING THE DROP

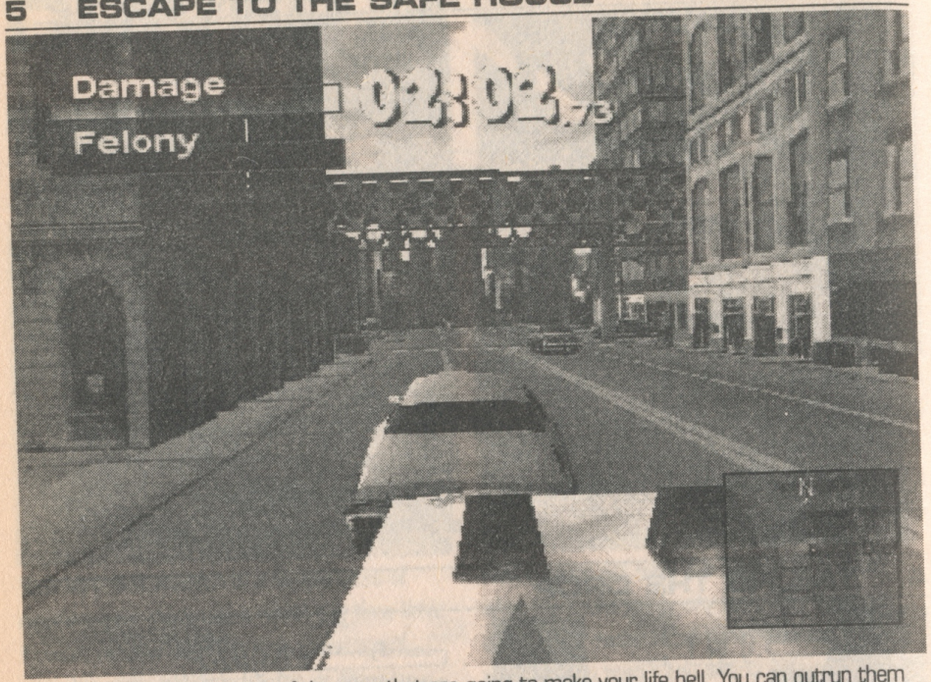


Keep the same distance between you and the suspect. After the frantic pace of the previous levels, this one shouldn't cause you much grief. In fact you're much more likely to go too fast than too slowly



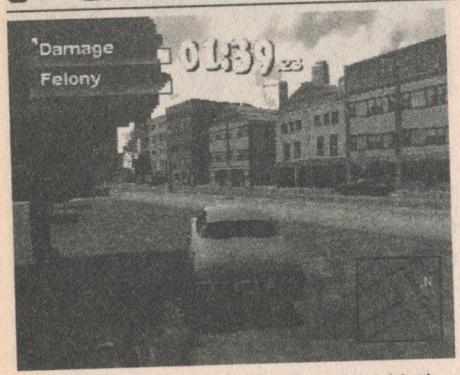
You can always catch up so try and keep as far from him as you can. Watch for when the suspect comes to a complete halt at the end of the second bridge. You'll need to keep still or he'll spot you

5 ESCAPE TO THE SAFE HOUSE



This is the first appearance of the cops that are going to make your life hell. You can outrun them but if they hit you side on, you'll spin and take ages to recover. Don't worry about giving them the slip for now. Navigating the Cloverleaf Interchange is the hardest part. Take it as slow as you can and don't try and go down the up ramp, duh. If any bridges are up, carry on and you'll find a flat one

6 CHASE THE INTRUDER



Like mission two, you have to keep up with the car. If you find you're losing him before you've even left the parking lot, be sure to use ◉ when you start and to head through the trees to the right

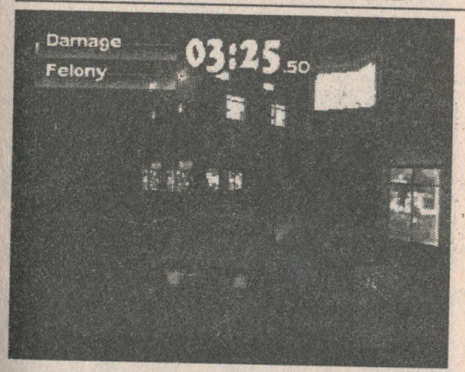
As long as you keep your cool you can catch him up as he turns. Your moment of greatest danger may be on the long straight road about ten seconds into the chase. When he enters a warehouse it's almost over

7 CAINE'S COMPOUND

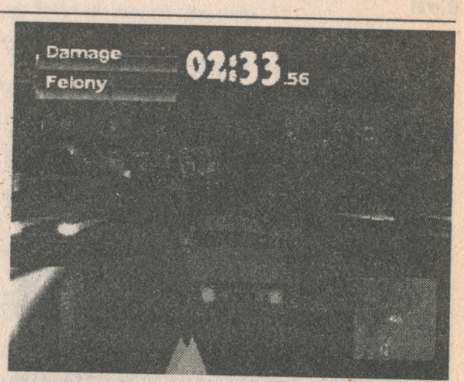
This level looks bewildering at first, but it's actually pretty simple. Choose the green car for speed and head south. Don't try to smash through the vans because there's always a way round

Cross the main road and head to the blocked southern end. Now you must bomb it all the way back north and charge down the other side of the compound, pursued by killer vans. There are less obstacles here so move faster

8 LEAVING CHICAGO



This mission is one of the simplest in the game. All you have to do is make it to the station by travelling across town. The only thing getting in your way is the long arm of the law



First take the road running south-east and you will have little trouble reaching the station. It's best to stay on the straight roads for as long as you can as it makes running from cops easier. It's time to leave the USA

HAVANA

9 FOLLOW THE LEAD

Use the slow pace of the car you're tailing to get a look at the streets of Havana. They're much narrower than Chicago, with less opportunity to change lanes or perform U-turns

Use all the same tactics you learned from level four to keep the same distance from the car in front. Once you've completed the level prepare to get lively again

10 HIJACK THE TRUCK

This mission is rock hard. The best way to knock out the truck is to power up alongside it and keep nudging it if you can. Keep the escort to your back and he'll help you along by pushing you from behind

When you've trashed it, get in and drive it back to your lock up. It handles like a ton of lead but as long as you avoid the pigs on the way back this part is fine. Use △ to open and close your garage door

11 STOP THE TRUCK

More truck trashing. This time there's no escort but there are loads of grenades being thrown the back of the truck. You'll need to boost off straight away and try to draw level with it

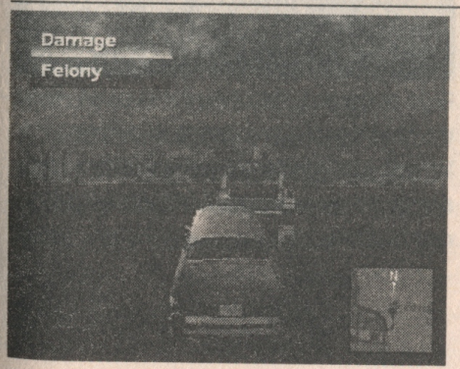
Needless to say, don't travel behind the truck if you can help it. One well placed grenade will send you right off course. When you've stopped the truck, driving it back down the coast is a cinch

12 FIND THE CLUE

Find and smash up three cars in this mission. The problem's probably not destroying the cars, it's finding them in the first place. Moving targets can be much harder to pinpoint so keep an eye on the map

The cars often try to move in small circles so take advantage of this and ram them as they turn. A head-on collision should remove about half of their energy. The faster you smash, the more time you'll have to find the next one

13 ESCAPE TO FERRY

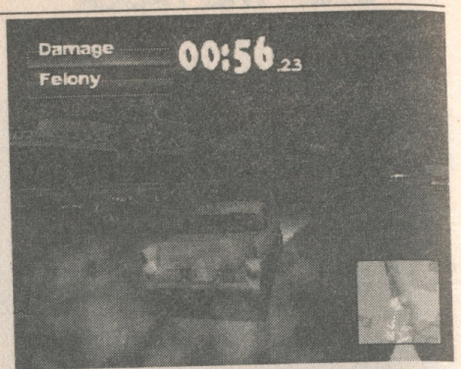


One of the shortest missions in the game sees you rushing to the dock and making the jump over to the ferry. You'll need a decent car so try and avoid driving one of those Morris Minor-looking vehicles

Don't try and make the final run-up to the ferry while being followed, as you're much more likely to get smashed up or miss the ferry. Follow the central line on the road to keep your trajectory straight

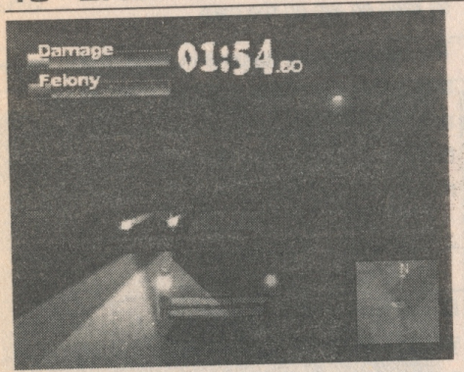
14 TO THE DOCKS

Race against time and the rozzers to reach the docks at the other end of the city. The first thing to remember is that the entrance to the tunnel is slightly north of where you'd expect it, further back from the water

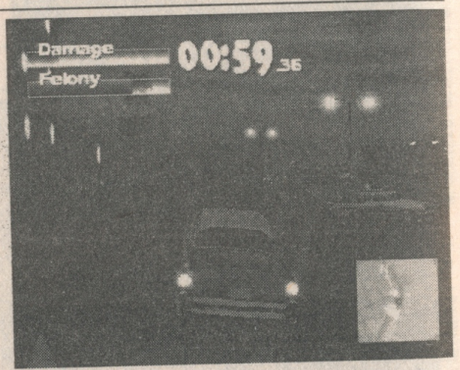


As long as you take the long road through Capitollo and keep a sharp eye out for cops, you should reach your goal within time. The winding road to the docks is wide enough to take an almost straight route through

15 BACK TO JONES

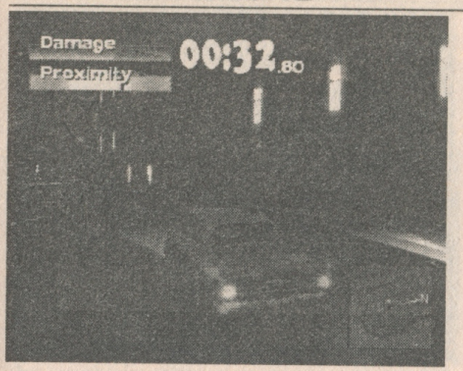


You already know the turf for the first part of the journey, but the whole coastal route is infested with cop cars. Try dodging them by heading straight at them and turn sharply at the last second

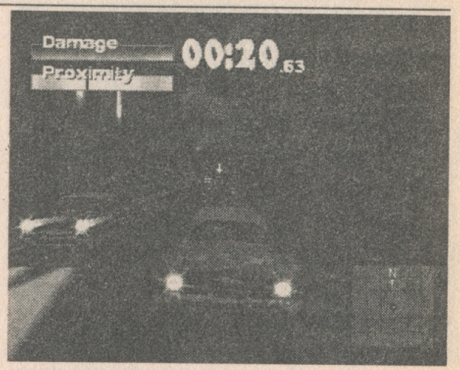


Right at the end, don't take the long way round the block that the map seems to suggest. Instead save valuable seconds by cutting right across the grass and you'll find yourself right next to Jones' car

16 TAIL JERICHO



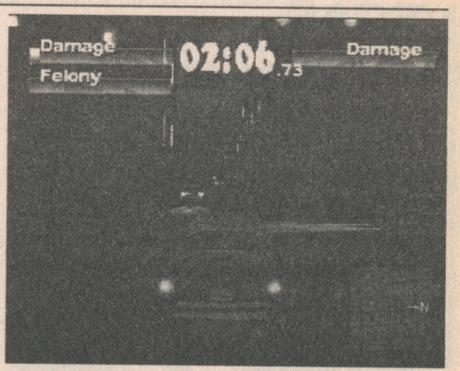
Another tailing mission which is, if anything, easier than the earlier two. At the start of the mission wait for Jericho to move out before tailing him, or you'll reveal yourself instantly



Traffic may present a few problems so try to stay too near rather than too far. The mission's very short so creeping round the few corners won't be at all difficult

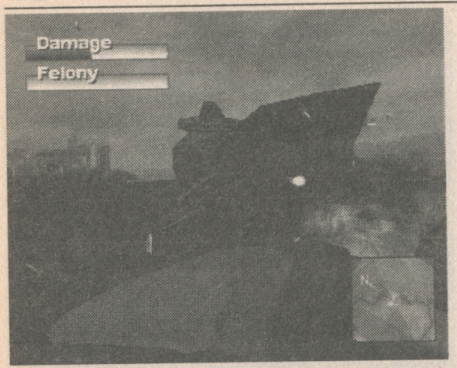
17 PURSUE JERICHO

No doubt about it, this is a tricky one. Jericho's route will change each time. If he keeps choosing straight roads, get in the pink car to your left. If he seems to prefer twisting routes, pick the green car above it

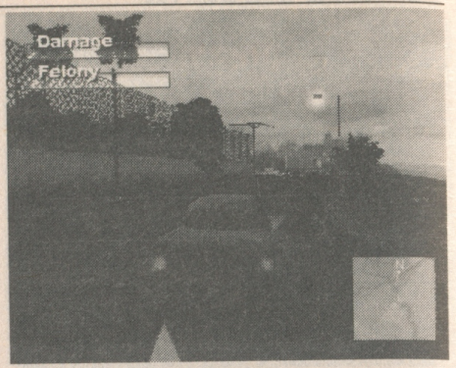


Try to draw alongside him to bump his damage up, but there might not be enough room. Take advantage of any narrow passages to trap and destroy him. Follow his course by watching the road for tyre tracks

18 ESCAPE THE BRAZILIANS



An atmosphere of paranoia pervades this dawn level. No time limit means you can spend as long as you like evading the tequila drinking bastardos, but once they're on your tail you need to take evasive action fast

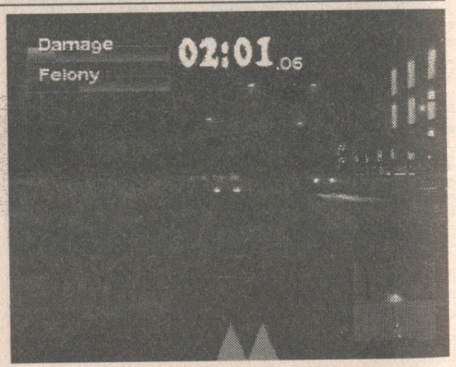


If the narrow streets are getting you down and making it too difficult to avoid the Brazilians, head for the coast road. You'll have more space for manoeuvering and less traffic means faster getaways

VEGAS

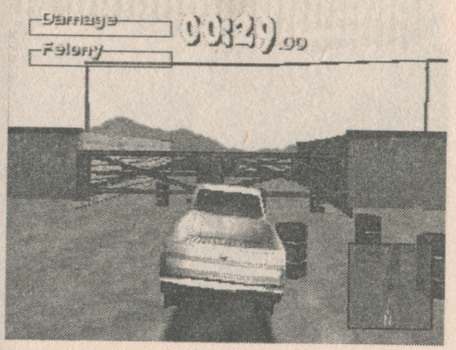
19 CASINO GETAWAY

Your first job in Vegas is to get your new-found friends out of trouble. Cruise down the strip and enter the casino. When the gang get in the car you'll suddenly find the area swarming with cops

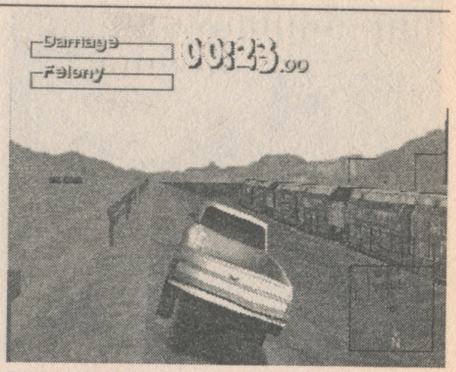


As long as you can avoid their first charges at you, you can probably make it. Look out for at least one roadblock further on. The strip's so wide they can't really stop you but you must lose them before the hideout

20 BEAT THE TRAIN

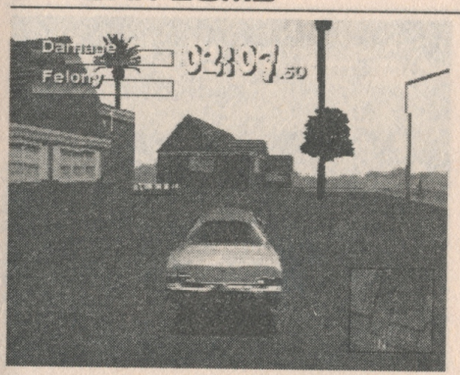


A nailbiting episode sees Tanner rushing in front of a speeding train to rescue a gang member. Burn out straight forward and head up the hill before the gate. You have to be dead straight or you'll crash

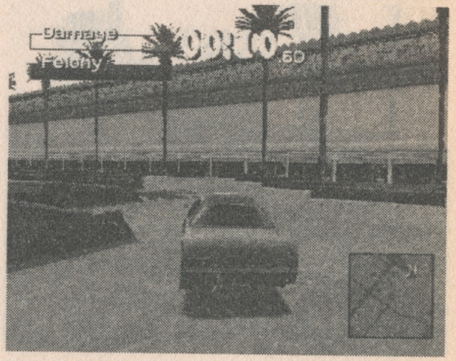


Past the gate point yourself at the train to avoid the shack. Stay parallel with the train as long as you can - you'll go faster this way. Go on the track at the last minute and hope you enter the car in time. Burn out to safety

21 CAR BOMB



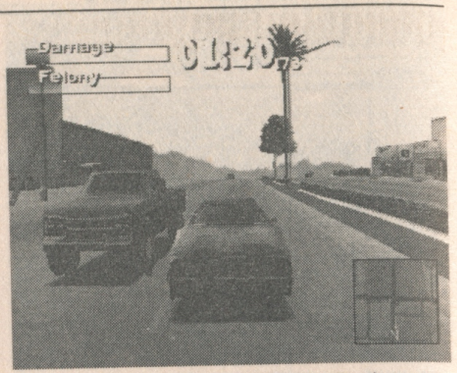
The most important thing about this level is to get a good start. Follow the circular course around until you're facing the highway towards the target area. Then cut through the houses to the main road



Once you're on the westernmost highway you can follow it around and take the small turnoff to end up on the road at right angles to the target. Turn off at the bridge and go right round the casino to the gardens at the back

22 CAR BOMB GETAWAY

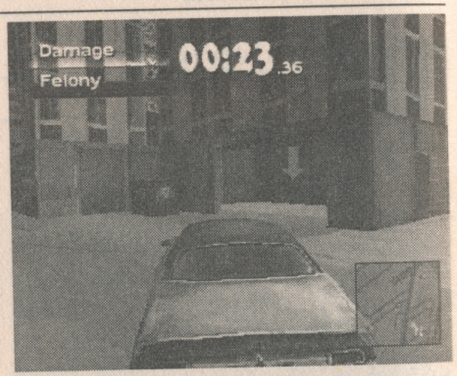
This is a straightforward mission to reach a certain point within a time limit. The only things holding you back are the cops, but Vegas' wide highways should mean you can spot and evade them



Even the target is visible from the road so you can make it with seconds to spare. For those of you with a taste for the expensive, why not try to make the journey in the limo? It's perfectly possible

23 BANK JOB

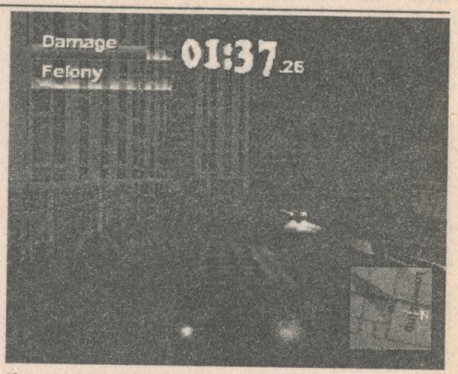
Thought getting to the gang members was easy? That's only the first part of this mission. Now you have to navigate back to a safe house as well. Take care when driving down the road that veers left and right



When you reach the vicinity of the target, you have to drive all the way round to the other side of the block. The entrance is halfway along the building and the garage is on the right hand side

24 STEAL THE AMBULANCE

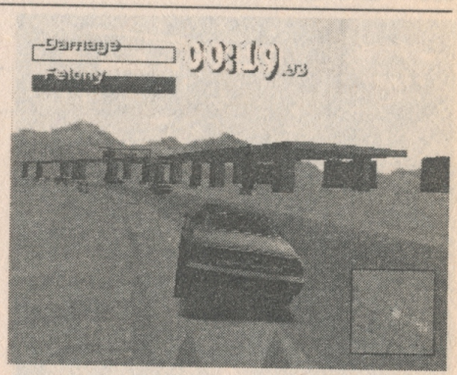
Burn out onto the road straight away so that you're in front of the ambulance. As it pushes behind it should take some damage, and then as it comes up in front, knock it from the side. It will be disabled in no time



If you've done it right, you should now have loads of time to get back to the safe house from the first Vegas mission. The damaged meatwagon is a heavy beast so don't take corners too sharply or you'll crash

25 STAKE OUT

This mission is one long drive. Stick to the highways as much as you can and you should just make it. Shaking off the tail at the other end may be the most difficult thing that you have to do



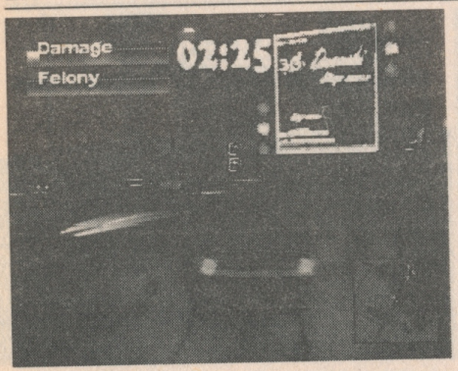
If you're feeling brave you can turn your wheels around right at the start and head south-east all the way. You'll be bombarded by cops but if you avoid their attacks you can make it in super quick time

26 STEAL THE KEYS

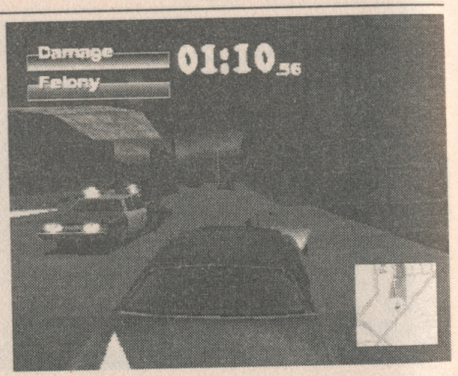
It's time to seek and destroy. You need as much time as possible to actually smash up the other car so keep an eye on the map and make sure you're heading in exactly the right direction

When you finally catch up with the car, you're going to need the tactics you've honed in earlier smash-'em-up levels. Keep to one side of the car as much as you can and you'll deal lots of damage

27 C4 DEAL

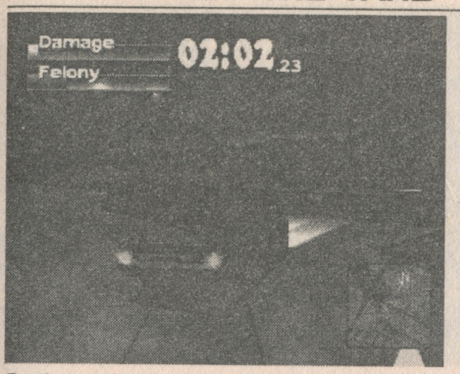


Take the obvious highway route across the city and you'll be at the other end of town in plenty of time. Once you get to the casino area it's time to slow down and work your way to the end of the level

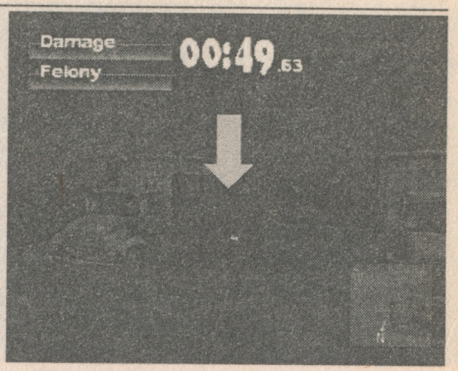


If you're having trouble evading cops, remember that running won't do much good. You're most vulnerable when you're turning because they can hit you side on. Stay facing forward if you can

28 DESTROY THE YARD



Getting to the ghost town from downtown looks like a real pain. Whichever way you go, it's going to take you too long. Don't waste time bombing round the city - there is a quicker way



Just west of the northern bridge (above the D of Downtown on the map) there's a tiny entrance onto the road to the ghost town. Use it to get there, then plant the explosives and scarper

RIO

29 BUS CRUSH

What an introduction to Rio! Choose the superfast green coupe and dash to where the bus is. Once you're in you're going to have to take a very narrow one way road to the car lot. And guess what- the one way isn't your way

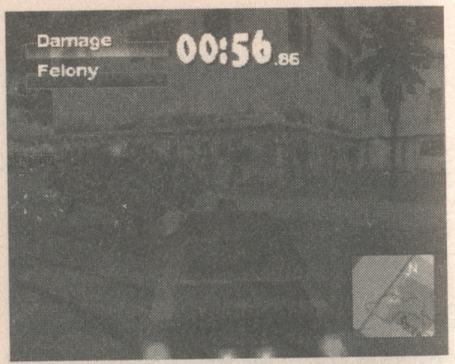
Trash the cars two at a time for speed. If you have less than 1m 30s left to get back to the lock up, forget it. Otherwise truck on over, and don't worry about cops. To the bus, they're like flies on an elephants back

30 STEAL THE COP CAR

Pull into reverse then go straight out of the door for a speedy exit. Look out for cars turning at the big crossroads or you might find your journey uncomfortably lengthened

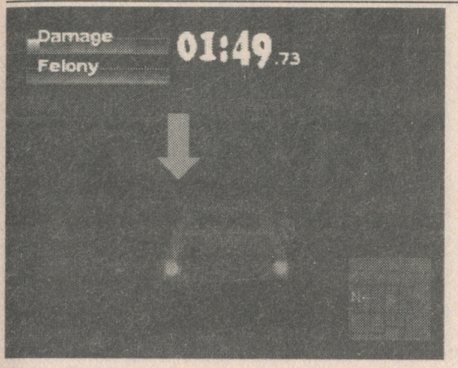
There are basically two options to complete the mission. If you can head north through the tunnel and onto the highway ramp, you must turn off at the second interchange and head north-east

If you head into Flamenco and then north up to Centro, remember that the curved area to the north of Flamenco can be driven straight over. Carry on and you'll be on the right road

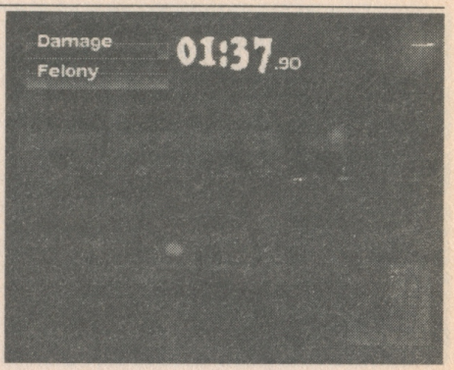


Both methods with land you in Centro but you won't have much time to spare. If you're attacked by cop cars on either route and you lose more than twenty seconds, restart or face defeat

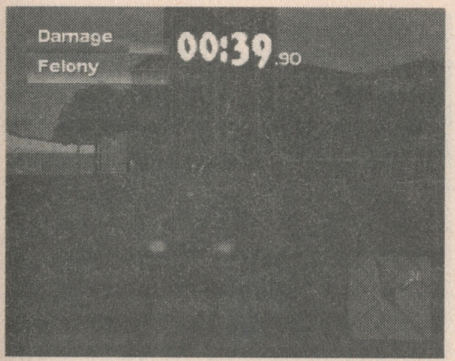
31 CAINE'S CASH



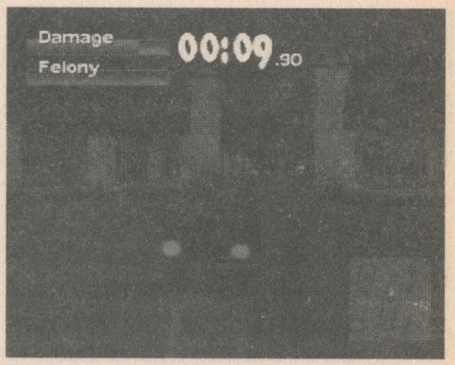
Get out of the garage as quickly as possible and intercept the limo at the lights round the corner. Try not to damage it too much before getting in, or you'll never reach your destination



The limo is big and heavy and not much fun to drive. Because you've already caused some damage, it's important to steer clear of other drivers or your game might be over



When you reach the large junction in the road just before Praca de Bandiera, take the extreme right-hand fork and you'll be led right into the heart of the area. Don't miss the turning



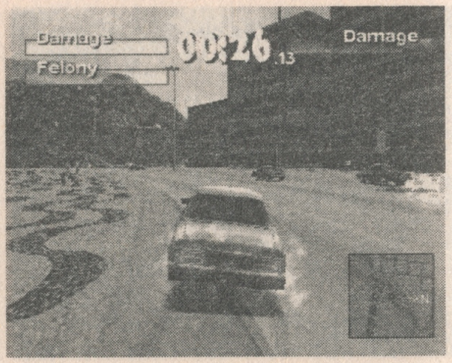
Your target is the large gates on the west of the block, leading to the mansion. Get through the gates first time because you'll have trouble steering the limousine back round for another go

32 SAVE JONES

The car right in front of you when you start this level is a pretty nippy one. Its great cornering will help you track down and bash in the hitman in the car. You'll need it

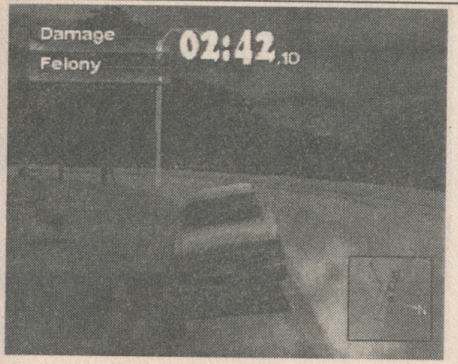
At first it's a furious race to reach him. Don't just look at the map, try and work out which way he's heading from the radar and pre-empt his decisions. Don't get caught on long roads without turnings

When he's in sight you can catch up to him fairly quickly. One of the best places to catch him is on the seafront, where there's plenty of room to manoeuvre and catch up if he zooms off again

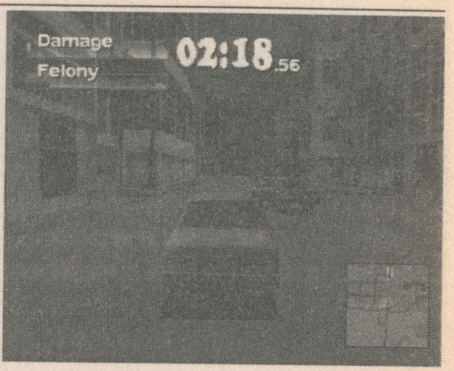


Drive up alongside the car, or ram it from the back. The hitman seems to drive more erratically than most so you might even find he knocks himself over. A great chance to knock him out!

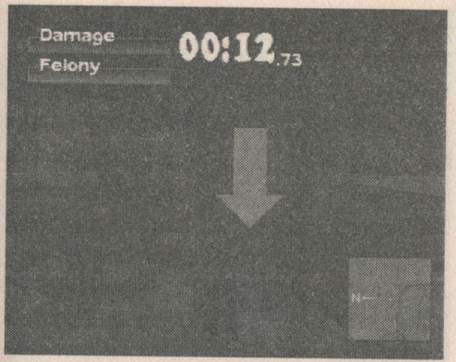
33 BOAT JUMP



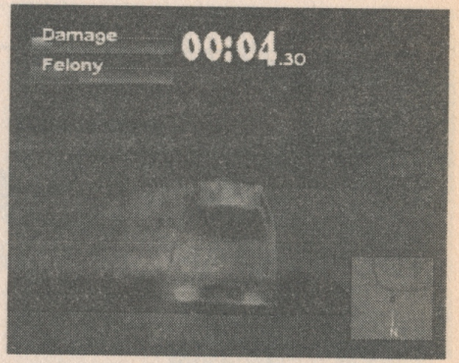
Burnout at the start of this level and take the only route available back into the city. Take the first main road on your right after the bridge, but watch out for a vindictive cop who wants to smash you up



Time is very short indeed and you need to avoid any police trouble as much as possible. When you spot a cop car heading straight for you, face it off and don't back down till the last minute. Play a bit of chicken with them!



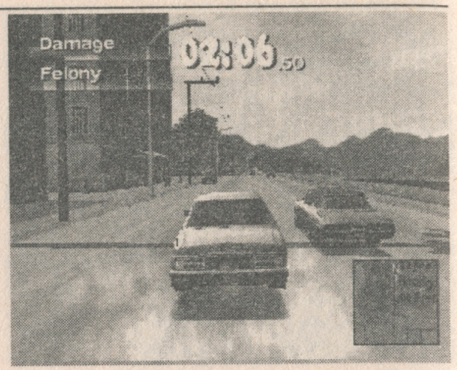
When you make it to the dock, drive onto the ship and lay the three detonators with ◉. Don't try to use the analogue controllers to move Tanner around, they're too sensitive and you'll never make it



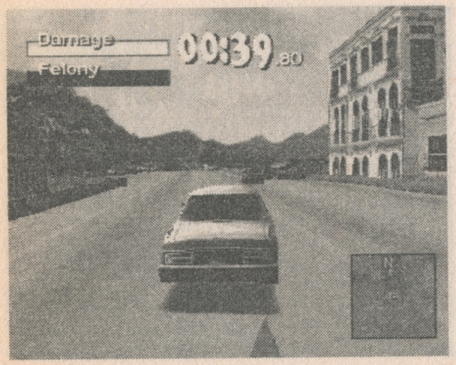
The level's called boat jump, remember? Now you have to actually burn out and jump off the boat back onto dry land. Back up a little but you have hardly any time left, so make it extra fast

34 JONES IN TROUBLE

Start this level with a bit of flair by reversing out onto the road so that you're facing west. The road's quite broad and empty so you should be able to pull this trick off without much trouble



Carry on all the way northward with the Lagoa Rodrigo de Freitas to your left. Carry on round to the northern highway and up onto the raised road. It's the only way north, so you can't miss it

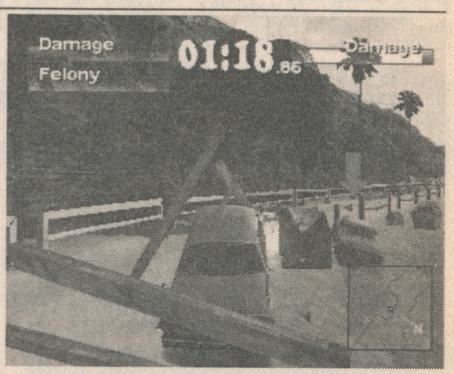


Now there's a choice to make. You could come off at the first junction on the highway and take the winding path all the way up to the target. It seems the only obvious way, right? Wrong!

In fact the only way to get to the target in time is to stay on the highway until just after the bridge. Take a sharp right then a left and you'll be back on the trail. It's a close run thing

35 CHASE THE GUNMAN

If you start off really fast and burn out until you're only just in control, you can catch the gunman before the first bend in the road. If you're speedy you can also catch him in the narrow central road before the park



There's loads of traffic in this level but it can work in your favour. The gunman can get stuck and leave himself open for a ramming. Watch out for rocks on the cliffside path or he'll lose you at once

36 LENNY ESCAPING

The first half of this mission is one of the toughest ever. You know the stretch of road and it's just you versus the cops for this one. Look for the shortcut by one of the houses on the right

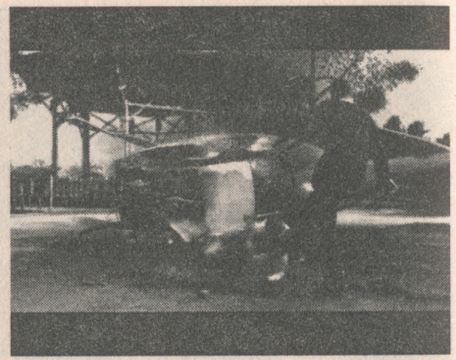
Once you get in Jericho's car, everything starts looking a lot more sunny. Now you have wide roads to drive on, a beach to your right, and a generous time limit to reach the target. Enjoy

37 LENNY GETS CAUGHT

Head straight down the coast, following the chopper. Stay close to the shore to avoid the first police attack from the right. Get ready to turn into the city complex in plenty of time

You can gain on the helicopter when it turns, but it can also feint and fool you into making wrong decisions while it gleefully flies off on its own. Take it slow at all corners

You don't have to follow the chopper exactly when you're going through the city blocks. If you know where it's going to end up, just go straight there and you may gain time



When you finally struggle to the end you'll be rewarded with the satisfying sight of the little accountant getting the crap beaten out of him. It's the end of the game.. or is it? Well, yes

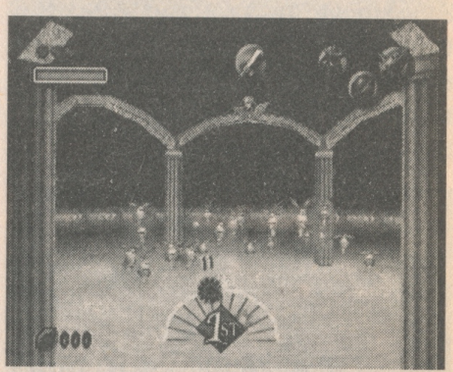
THE LEGEND OF ZELDA: MAJORA'S MASK

ALL THE MASKS. ALL THE FUN!

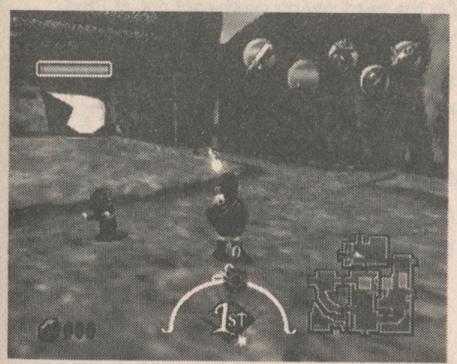
CLOCK TOWN

The start sees you scouring Clock Town to find the missing masks. With only three days to do this bit and find the Ocarina, you'll have your work cut-out.

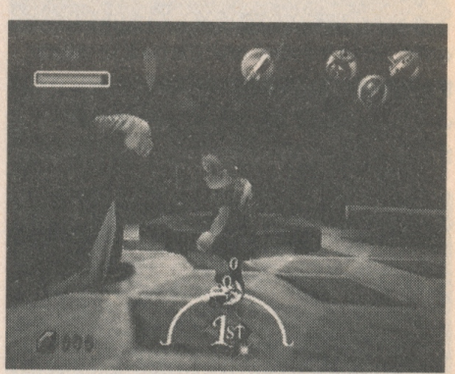
Follow the Skull Kid. Reach the higher platforms. On and climb the steps, entering the door at the top. Go right, up the ramp and enter the area behind the main entrance. Speak to the Elf and get the first map.



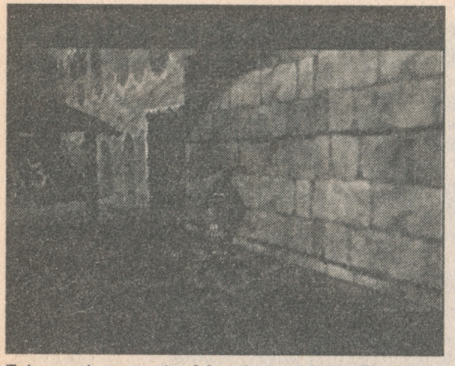
Back to Town entrance and up right stairs. Find area at top with fairies, capture the fairy and return to the elf. To highest platform, into next area. Give fairy back to the large fairy and get Great Fairy Mask.



Burst the balloon outside. Talk to the kid. Play hide and seek. Five kids to find: Two near the slide and tree. Two in the area right of entry- on top of the inn and above the guard.

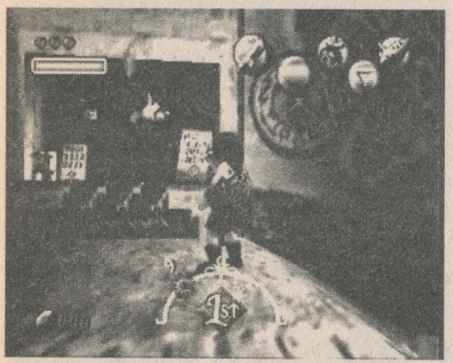


Last kid's in the left area. Get a pass number, back above the inn and see kid blocking the way. Follow the path and up to see professor. Look through the telescope at the Clock Tower.

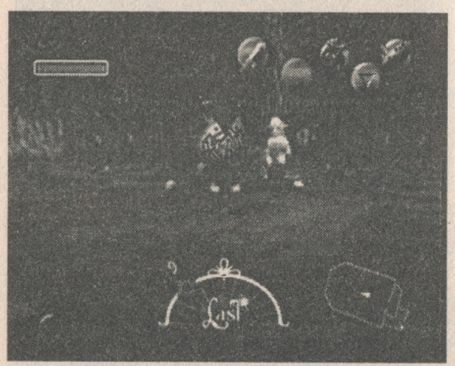


Exit nearby, get the Moon's teardrop. Give to the Deku Scrub at town entry. At 12am on day three jump up to the platform on Clock tower to see Skull Kid. Fire bubble at him, play the Song of Time to return to day one.

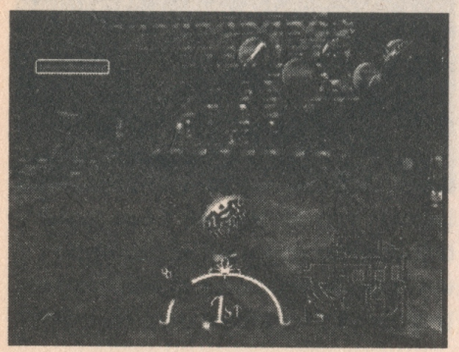
Go through the entrance to town, speak with Happy Man, get Deku Scrub Mask and Song of Healing. Also get Mask of Explosion by going to the elf's grassy area at 0.00am. An old lady is robbed now, hit the thief to gain the mask.



Save 200 Rupees in bank on west side for wallet. Go to the shop near the bank to collect the Mask of Staying Up Late. As Link, go to where you caught the fairy at night and collect the Burru Mask from man playing the accordion.



On the third day go southwest out of Clock Town and into Romany Ranch. Talk to the man in the chicken shed and don the Burru Mask. Hold B and walk around, collecting the chicks - collect them all to receive the Rabbit Hood. Next go to the Mayor's House on the right side of town, Talk to the lady in the chair through the right door to receive the Mask of Kerfay.

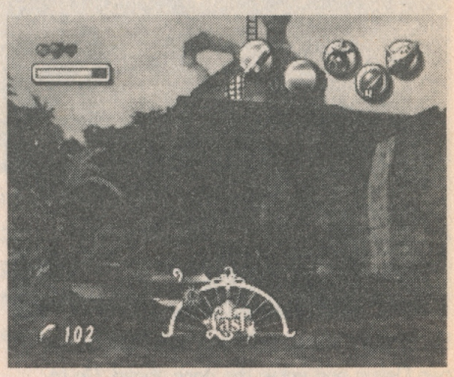


Capture the fairy on the lake again as normal Link, return it to the Great Fairy to receive the Great Fairy Mask. Other items to collect include the Log Book, obtained from the boy you gave the pass number to earlier.

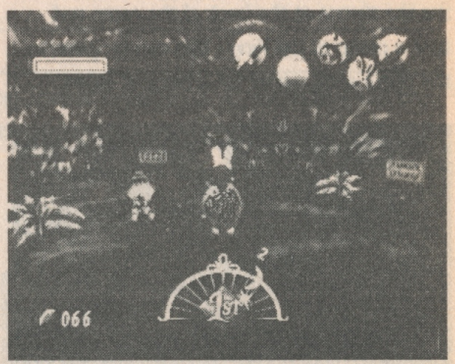
THE POISONED SWAMP

Enter the swamp and save Kotake with a bottle of red potion, and don't forget to wear your Rabbit Hood to follow the monkey's, they're slippery characters to chase. Do all this and be rewarded with a camera - smile!

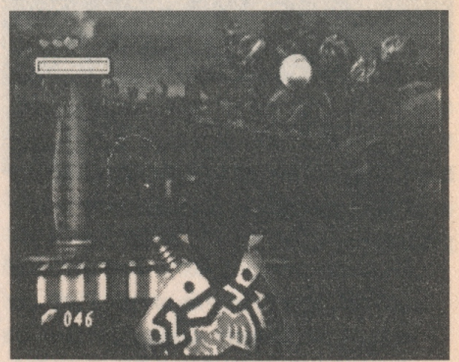
Exit Clock Town to the south and follow the path directly ahead. After a cut-scene of Skull Kid continue ahead and to the swamp. Collect a map from the elf, burst the balloon with your bubble attack to get him down. Upon reaching the swamp, jump across the lillies to reach a hut on stilts. Go behind this and enter the cave.



Put on the Rabbit Hood to run faster, and speak to the Monkey. When he run's off follow him until you reach Kotake on the ground. Speak to her then return to the hut on stilts, enter the hut and obtain the Red Potion from Koume. Return to Kotake, give her the potion only when she asks. Return across the lillies and enter the hut.

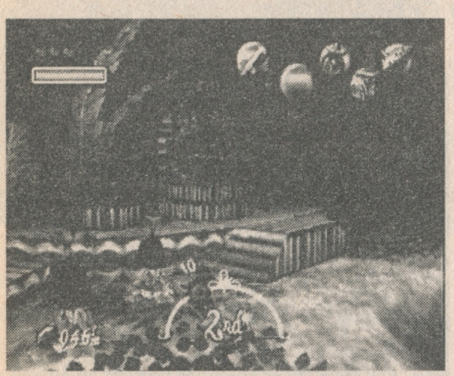


Once in the hut go to the hole in the wall, speak to Kotake to receive the Camera and a free boat ride. Ride the boat until the first stop, put your Deku Mask on and play the Song of Time Compression to slow time down and give you more time to complete the tasks ahead.

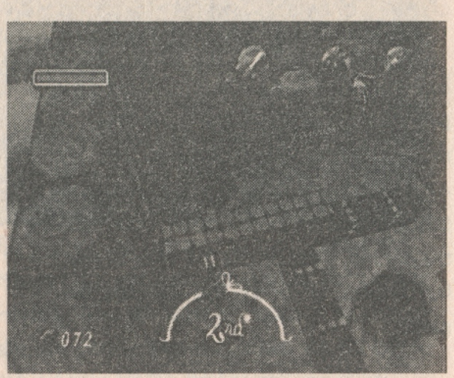


DEKU SCRUB VILLAGE

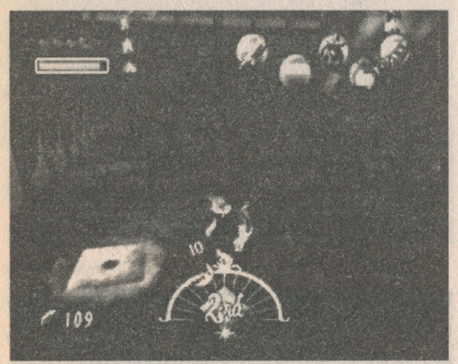
It's time for the fiendish jumpin' to be startin'. Your joypad skills are about to be tested as you enter a world of moving platforms and cunning jumps.



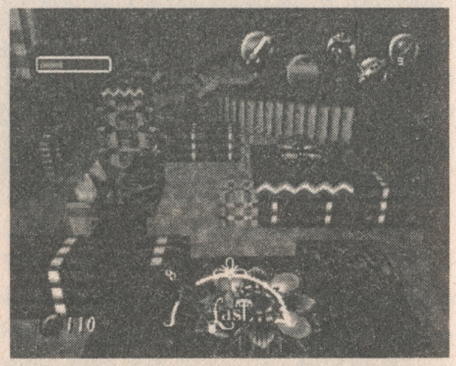
Go straight ahead from the boat, talk to the two Dekus and enter the door ahead. Go to the the throne at the back of the room and take a photo of the King - this can be given to the photo shop owner for a piece of Heart.



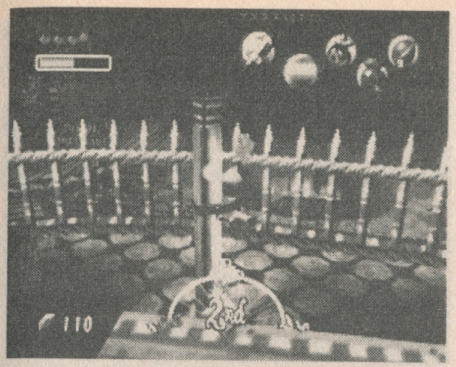
Back to the entrance of the Village and into left or right door to enter a maze. Here you have to avoid the guards, enter the holes and find a man to get some magic beans. Once you have them, return to the Village entrance.



Go left as you exit the Village and jump across the lily pads to reach a dirt patch. Plant the beans here, on second day it will rain or get water from the water around the photographer's hut.



Either way the beans will grow once watered allowing you to climb on to the leaf, which then floats up allowing you to access a doorway to the higher parts of the maze seen previously.

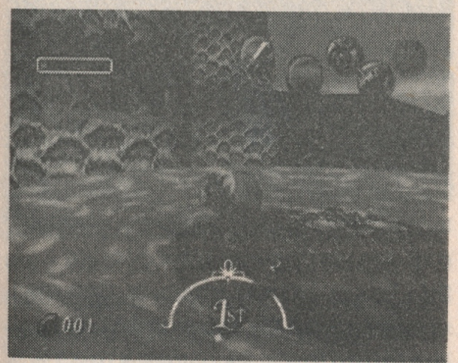


Travel across the upper part of the maze using the Deku launchers to reach the prisoned monkey seen earlier. Speak with him then take out your Ocarina to be taught the Sonata of Awakening. Following this you'll be thrown out of the Deku Kingdom.

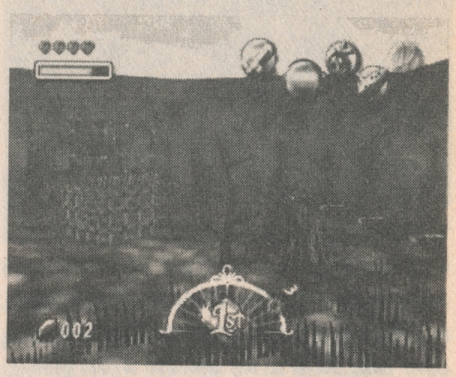
Having been evicted, jump left towards the plant you grew but this time stop on the platform below a tunnel entrance. Deku jump from the launcher to access the tunnel and enter the Woodfall Dungeon.

WOODFALL DUNGEON

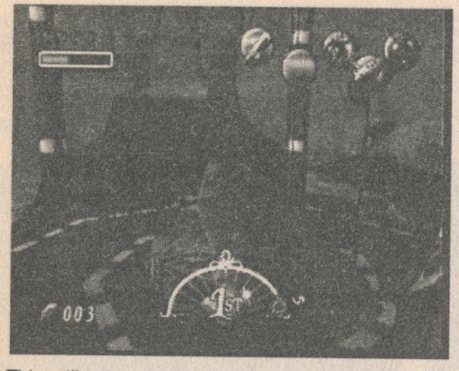
Here you'll come across all manner of flying forest creatures. Dragonflies will try to block your path while a familiar face in the form of the wise owl makes an appearance.



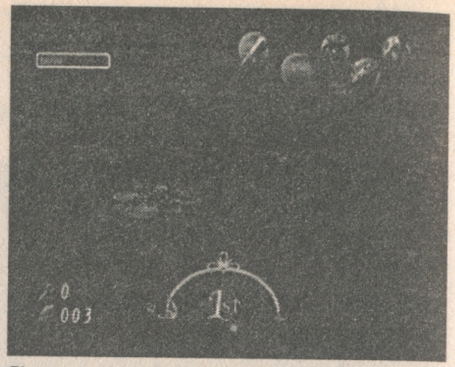
Shoot bubbles at the two dragonflies that fly in front of you, then Deku jump across to the platform left of the waterfall. Here you'll meet an owl, read the stone tablet also here to learn the Song of Big Wind - this enables you to warp to the stone owls found throughout the game. Hit them with your sword and play this tune.



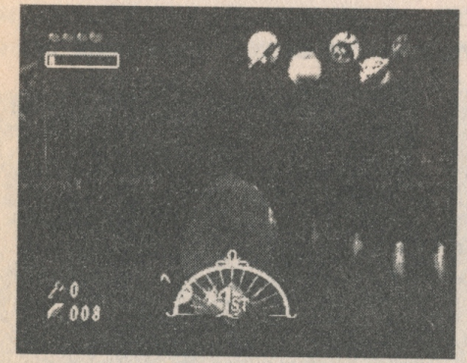
Deku jump across to the platform the opposite side of the waterfall and enter the door here. Next Deku jump around the right side of the lake. You'll need to eliminate some enemies and walk along planks. Head for the wooden platform on stilts, strike the owl statue and, as Deku Link, play the Awake Sonata on the plinth.



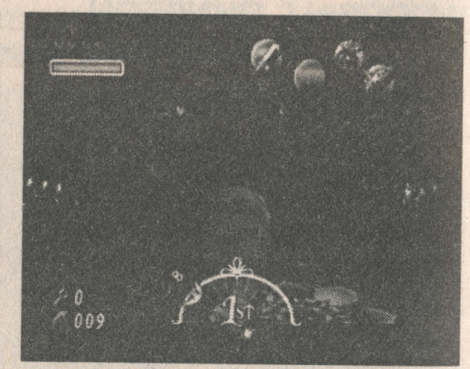
This will raise the Woodfall Dungeon. Deku jump across to it and enter to begin your quest in search of 15 fairies. You cannot save your progress until you have found all 15 fairies and beaten the boss. Upon entering the dungeon put on the Great Fairy mask to attract the first fairy.



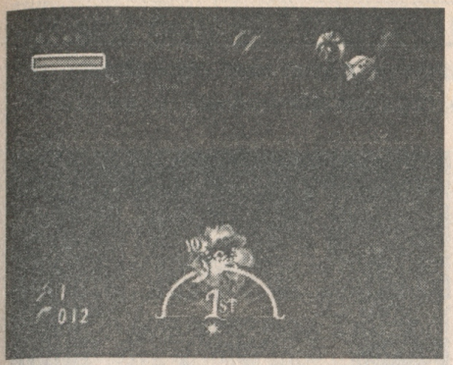
Change to Link Deku and jump to the platform on the right. Here you'l find a treasure chest, put on the Great Fairy mask, open the chest and capture fairy number two. Jump across the room to the final platform and exit through the door here.



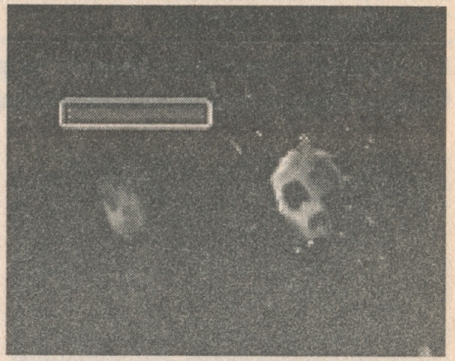
Walk down the ramp in the next room, kill the enemies and collect the fairy at the bottom. Jump across the water using the plants whilst as Deku Link and stop on the platform the other side. Jump to the platform on the right and collect fairy number four from inside one of the pots.



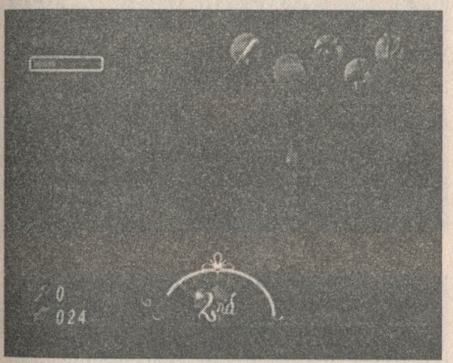
Return to the previous platform and enter the door. Jump to the centre of the room and Deke jump to the chest at the side. Open this to collect a Small Key. Return to the Deku launcher and float to the doorway across the room. In here you'll need to defeat three Tuttles to continue.



Defeat the Tuttles by hiding in the Deku launchers as Deku Link, launching when a Tuttle is directly above you. Defeat all three to receive a chest containing the Dungeon Map. Return to where you found the third fairy and open the door using the Small Key.



Push the block forward in this next room and take the right path. Defeat Skulltula to receive the fifth fairy. Follow the path around and push the block forward twice, put on the Bunny Hood and have a Deku Stick select in the C-pad. Return back to where you killed the skulltula, light the stick and run to the second unlit torch. Light this to open the door.



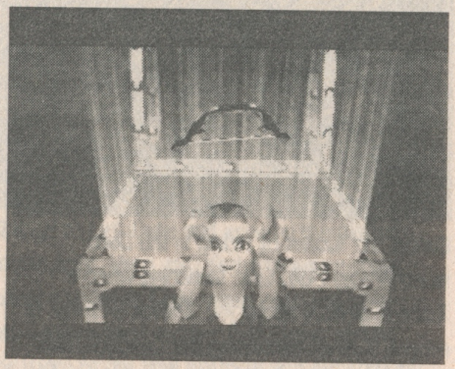
In the next room kill the two dragonflies for a chest to appear containing a compass. That'll really help to find our way around this place, now we now at all times what 'forward' is and won't wander around in circles anymore. Return the way you came, light another stick and run upstairs to light the torch there, quickly burn the webs

Go up the stairs and follow the dark path. Use a Deku Stick to light the three torches. It's pitch black so use the map as a guide. Lighting them all opens the door. In the next room, launch your way from platform to platform. If you fall, use your map to get back to the first launcher. On the other side of the room, head through the hall. Explore the ledges until you find a room with a mini-boss.

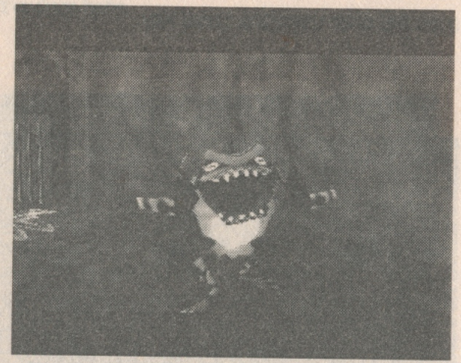
TOUGHER TIMES

If you think the fights you've been in up to now have been hard, think again. Majora's Mask is jam packed with bosses, don't get scared now.

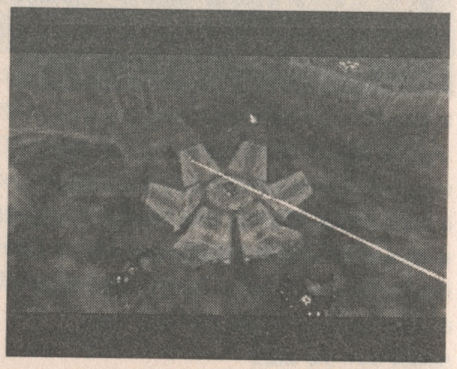
Mini-boss: Metal Dinalfos. As Normal Link shield his slashes until he does a leap slash. Run forward and hit him, then back away, because he will breathe fire. Repeat until he dies to get the Fairy Bow. Exit the room and using your new Bow, shoot the eye switch across from you. You must look carefully as it is some distance away. Take the floating launcher across to another mini-boss.



Mini-Boss: Gekkho. This mini-boss can be quite tough. Just remember to time your Deku launches correctly. When Gekkho climbs on the ceiling turn into normal Link as quickly as possible to make hitting him with an arrow even easier. Hit him twice to make a Tuttle join the fight. Turn into Deku Link, and hide in a launcher. When Gekkho is above you, launch to hit him. Turn into Normal Link, and hit Gekkho with an arrow. Repeat. Grab the Boss Key and leave.



Go back to the room with the huge flower on the upper level. Shoot an arrow through the lit torch by the door on the top level to the unlit torch on the flower. Jump on now spinning flower. Shoot an arrow through the torch to light a second torch in the corner of the room. Jump to the door that unlocks after you have done this. Launch up the right side of the room. Fire an arrow at the crystal switch and launch to the top ledge. Quickly launch to the pillar, and from there to the boss door. Change to Normal Link and enter the boss room.

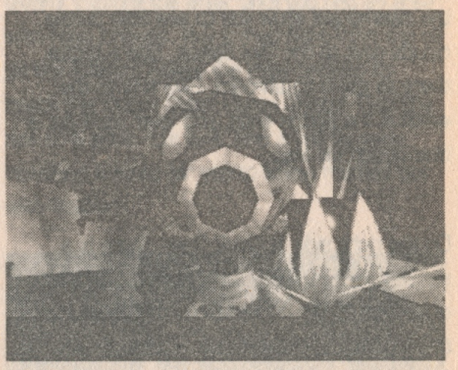


UH OH! BOG OL' ODOLWA!

The difficulty takes another step up as bigger and badder bosses try to bust Link's cranium. The first who has Link on their hit list is Odolwa and he's hopping mad!

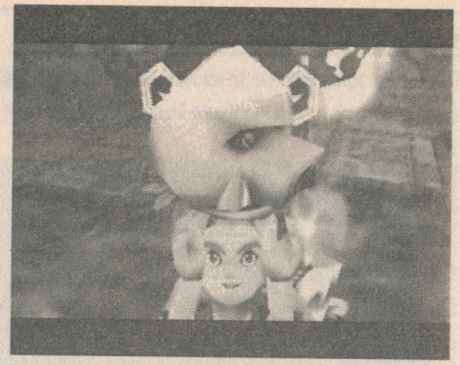
Ok, so your sword looks a little puny in comparison but you've all heard the story of David and Goliath right? Anyway with some David style ingenuity you can easily bring him down. At the start of the fight do a Patrick Vieira and go for the shins. After a while, he'll start doing a strange war dance. Kill the smaller enemies for hearts.

There are bomb plants around the arena, which you can lob at him if you get bored of whacking. One of his attack methods is to trap you in a ring of fire. Just stay still when this happens. His most dangerous attack is where he kneels down and spins around with his sword. It's easily blocked, but can knock the stuffing out of you if you forget. Bored again? Use the Deku launcher as Deku Link for a variety of attacks.

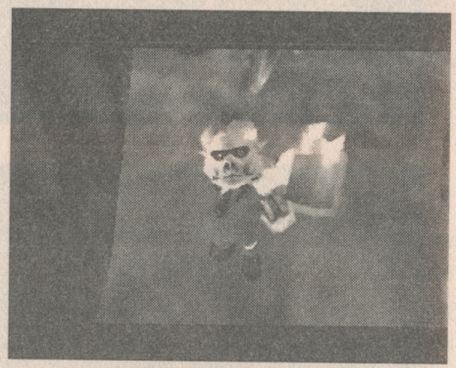


After he is defeated you get a Heart Container. Go in the teleporter and grab the mask. Link will learn the song Order to Vow, which is used at the end of the game. You will then be teleported to another area of the dungeon. Cut the vines away, and talk to the Deku Princess. Stick her in a bottle and take her back to the Deku King for another cut scene.

After beating Odolwa, go back to the Camera Hut. Do another boat cruise and this time the witch will fly around, holding a target. Shoot it 30 times to win a Heart Piece. After clearing the first dungeon, go to Deku village as Normal Link, and take the left lily pads. Talk to the Deku Scrub minister there, and chase him through the tunnels with the Bunny Hood. If you keep up with him, you get the Pig Mask.



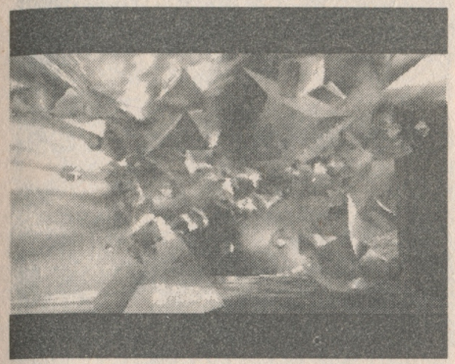
If you take one of the side hallways before the Deku Scrub throne room, you will reach the mazes. At one end is the monster where you got the Magic Beans, in the other maze, you get a Heart Piece. Wearing the Pig Mask in the swamp will allow you to see little purple clouds next to the Owl Statue. Use a bottle there to get a mushroom. Give this to the witch in the potion shop, and later you'll get a blue potion for free.



On the right side of Clock Town, there is a shooting gallery. Pay twenty rupees to play, and shoot 30 or 40 red Octorocks. If you beat the record you get to carry 40 arrows. On the first day near midnight, take the northern exit of Clock Town. Jump onto the large stone mushroom with a dancing man on it. Play the Song of Healing to get the Mask of Kamaro. Go to the left side of Clock Town at night on the first or second day, and you'll see two dancing twins. Wear the Mask of Kamaro in front of them, and hold B to dance. You'll get a Heart Piece.

GORON MASK HUNTING

Ice Mountain means Link gonna be freezing in his tights! Move quickly and soon on in grab the powerful Goron mask



Buy bombs and Bomb Bag from the shop in Clock Town. Exit Clock Town to the north, and head up the hills. At the path obstructed by blocks of ice, shoot the icicle above twice to enter. Continue on until you are blocked by giant snowballs. Blow them up with bombs. Follow the route you have just opened to reach Ice Mountain.

Find the Owl Statue and cut it with your sword. Explore the area, until you find an area with rope bridges. Buy a map here from the elf on the balloon. Follow the rope bridges to reach the frozen Outer Goron Village. Find the owl on a pillar. Talk to it, and it will fly away, revealing a route for you to follow marked out with feathers.

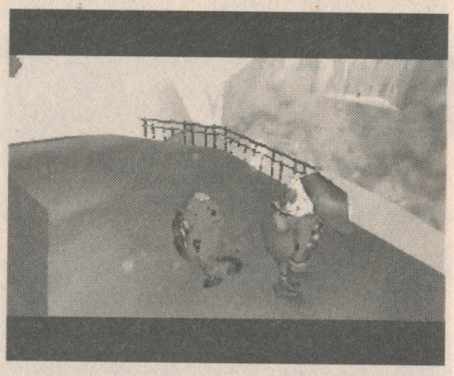
Follow its feathers to reach a cave. The blocks are slippery so do not use the Bunny Mask or you will fall. Enter and open the chest to get the Lens of Truth. Equip the Lens outside and go back across the platforms to find a ghost. Talk to him and follow him wearing the Bunny Hood. This will lead you back to the first area.

Follow him across two icebergs, and put on the Lens again. Climb the now visible ladder to reach the Goron Graveyard. Find the Goron Ghost again and play the Song of Healing for him. Your reward is the Goron Mask. Goron Link's attack can be used in many places where you would have previously used a bomb.

LINK LEARNS A LULLABY

The next dungeon is looming, but Link has to get in touch with his feminine side and babysits a Goron. Wubba wubba.

Go back to the outer Goron Village and talk to all the Gorons. Some are in the rolling snowballs, which you must punch as Goron Link. Talk to them as Goron Link and one will show you the Goron Stomp. Go to the door you saw open. Do the Goron Stomp to open it and enter. Now get ready with your earplugs - it's time to stop a baby from crying.

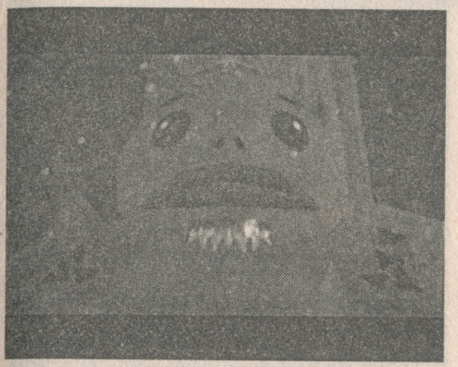


Use the Goron Mask to pull back the gravestone to reveal a spring. Turn into Normal Link and put on the Bunny Hood. Catch some of the Hot Water in a Bottle, and use it to thaw out the Goron outside. Fetch more Hot Water and run to the rope bridge area. It will turn into normal water so be quick. On the lower level Goron Punch the snowballs. Thaw out the frozen Goron you find and talk to her as Goron Link to learn part of a Lullaby.

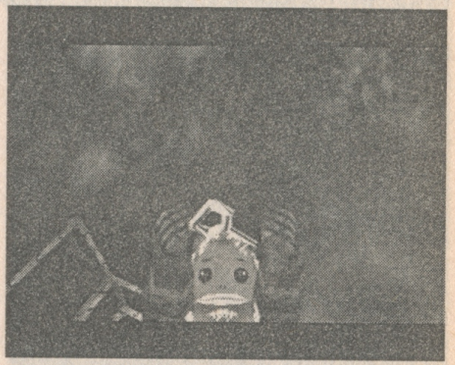
Find the throne room and play the part of the Goron Lullaby you learned from the frozen Goron for the crying baby. The baby will respond by completing the tune. Now you know the full Goron Lullaby. Go to the Goron Grave and find the exit that leads to an area with ramps and rolling snowballs. Roll across the ramps to reach the dungeon path. Cut the Owl Statue. Use your Lens of Truth to see a giant Goron blocking the entrance to Snowhead Dungeon.

SNOWHEAD DUNGEON

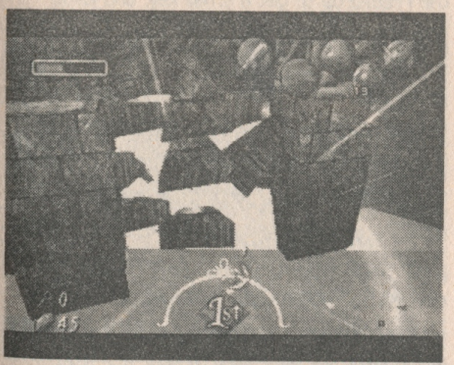
Remember the giant Goron from Ocarina of Time? Well this alternative Hyrule has its very own Biggoron who's just as dopey as before. Send him to sleep so you can enter this dungeon.



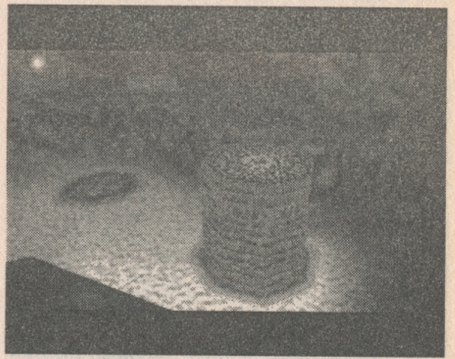
Play the Goron Lullaby for the Giant as Goron Link. Roll up the mountain to the entrance. Below is the Great Fairy Fountain. Bring all 15 fairies back here for a double Magic Meter. In the dungeon are swarms of Ice Crawlers. A couple of Goron punches will take care of them but they are best avoided. Punch away the icicles, and push the block forward to continue.



Take the right side door. Roll across the bridge as Goron Link. Take the door against the left wall. This is the main room of the dungeon, so remember the way to get to it well. Find the room with a stack of blocks in an indentation on the left wall. Pull and push the blocks to the end of the white area and go back to where the blocks were to get a small key.



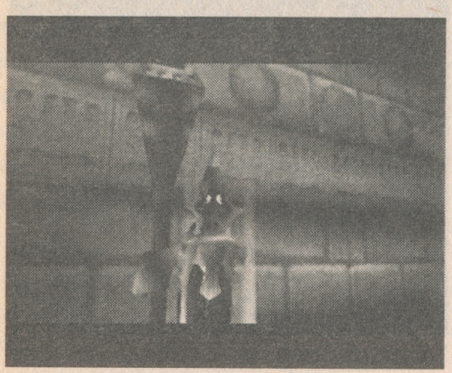
Now return to the first room and unlock the door to the left. Chest in here with the Compass. Bomb the wall at the end of the room to continue. Jump from block to block wearing the Bunny Hood. There is a secret room in here above the patch of ice on the wall. Jump toward it to enter and find a fairy.



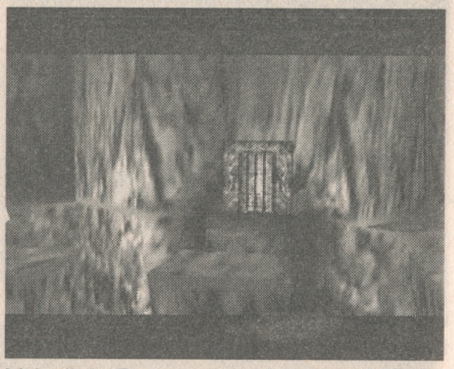
Jump from the secret room and to the ledge for a key. Shoot icicles on the ceiling to destroy the blocks. Unlock the door in here. Stomp switches to get to exit. Roll across the broken bridge and up the snow-covered wall. When you are on level ground again, turn, and roll across the bridge and go through the door.

GET FIRE ARROWS

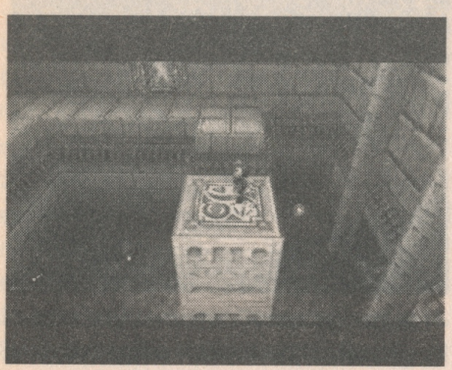
Wizrobe is a problem here that only concentrated observation will remedy. His clones will confuse you into not knowing which is the real Wiz. The Flame Arrows are your reward for his defeat. But as soon as you think it's gone quiet, the Twin Dalfos from the waterfall dungeon re-appears.



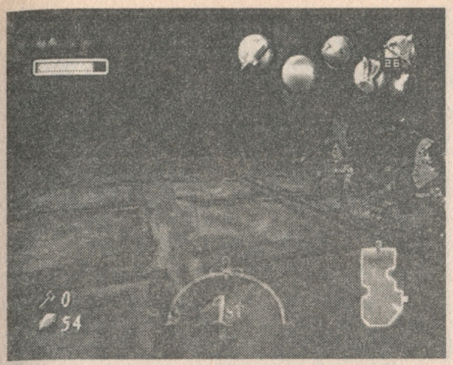
Mini-Boss: Wizrobe. This wizard will teleport around the room. Wait for him to spin around and then slash him. After a few hits, he will clone himself making it more difficult to see where he is. Finish him off to get the Fire Arrows. Make your way back to the first floor of the central room, and melt all the frozen doors with Fire Arrows. Find the room full of pillars, unlit torches and Freezards.



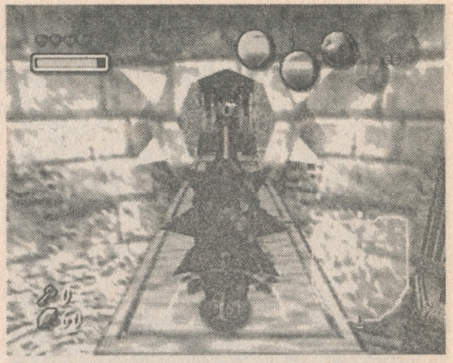
Melt all the Freezards, and light all the torches with Fire Arrows. Be quick or the torches will go out. Head through the now unlocked door. The door will remain unlocked even after you leave the room. Stomp the switch to raise the pillar. Go back to the room where you had to roll over the bridge for the first time. Kill all the Freezards to get a small key, and jump over the small gap next to the next room.



In the next room, there is a chest with the Dungeon Map in it. Jump on the small platform and kill the Freezard above. Then melt the switch small ice switch. The platform will rise. Jump to the next door, which leads to the pillar room. Make your way upward. You must roll up the banked walls and melt an ice block to reach the next staircase. At the top of the pillar enter the next door to fight two mini-bosses.



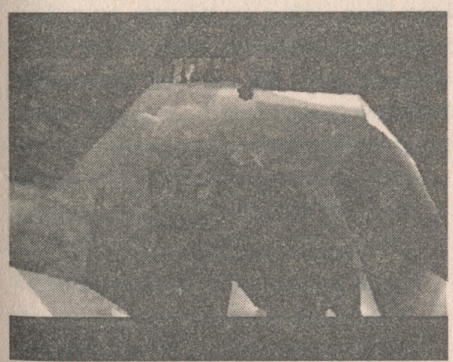
Mini-Boss: Twin Dinalfos. If running low on health run past them. Beat them for two fairies. Into next room. Mini-Boss: Wizrobe. Use the same tactics as before - hitting him when he spins. This time there are more clones and teleporters to make things harder but in fact the extra room to run around makes him dead easy.



Into next room, get the Boss Key. Go to the pillar room and punch the blue sections to clear a route to the boss. Now make your way to the top of the pillar. You may need to jump on to it but don't worry if you lose health. Goron punch the snowballs and go up the stairs. Roll across the gap and open the door.

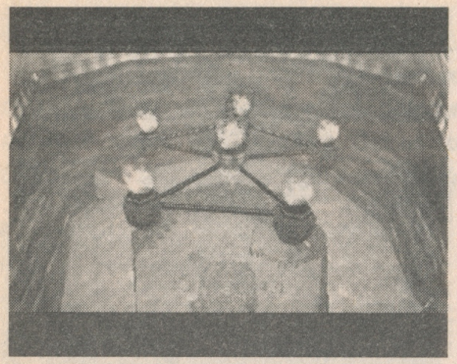
GOATO

Use your brains Linksters, now you have to start thinking best about which masks will be best for which enemies. Here's the first answer to get you going. Goron Link's rolling attack turns this boss confrontation into a right whack 'em up!

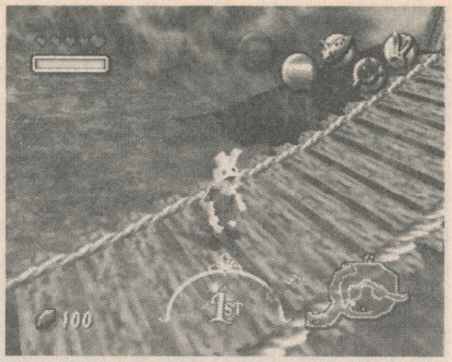


Just look at the size of him! Melt him with a Fire Arrow and then change into Goron Link. Use the Goron roll to attack him and avoid his lightning bolts. If you are running low on magic just run into a green pot. Eventually stalactites will fall from the ceiling. If one lands on you, you will lose a lot of health so avoid!

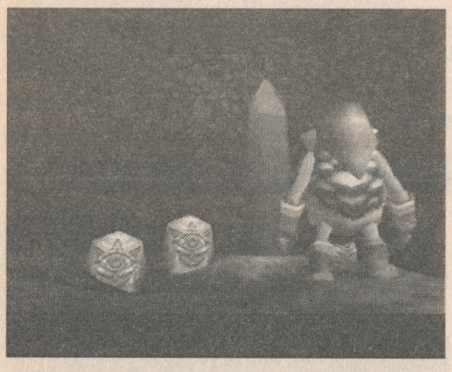
Ram him until he starts dropping bombs. It is possible to defeat him and lose only two hearts. When he is defeated step into the teleporter. Death Mountain will then thaw out. Now save your game. By the way, you will need to defeat this boss again later.



Go to the Indoor Goron Village and play the Goron Lullaby for the crying baby. Light all the torches in the village and roll up the ramp in front of the throne room and break all the pots. A piece of meat will fall out. Grab the meat and run back to the blacksmith area. Look for a shivering Goron on a ledge and throw the meat to him to get the Ribbit's Face.



After beating Goato, head back to the rope bridge area. At the bottom of the melted river is a chest. Come back here later as Zora Link to retrieve a Heart Piece. With the Ribbit's Face talk to the 5 frogs found in Clock Town, Death Mountain, the Swamp, and the 1st and 3rd dungeons. After you find and talk to them all, go back to the one on Death Mountain to receive a Heart Piece.

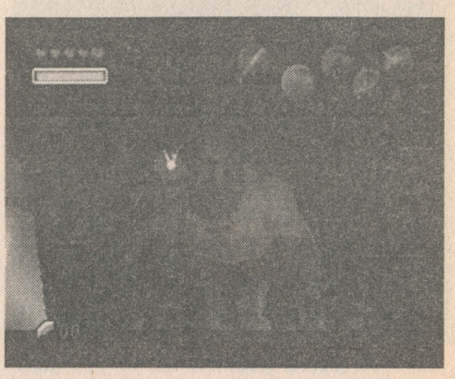


Outside of Clock Town next to each of the entrances are caves with only a Gossip Stone in them. Using Goron Link, play the Goron's Lullaby to turn the stones in each cave to get a Heart Piece. Walk in the tall grass around Milk Road and you will fall into a hole. (If you have difficulty finding it walk over every square inch). Defeat the Peahat inside to get another Heart Piece.

SWORDS AND HORSES

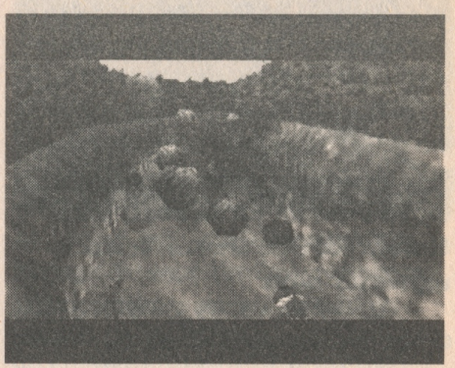
All sounds very medievel doesn't it? This stage will see you striving to upgrade your sword and seeking out your trusty steed Epona who disappeared at the start of the game.

Upgrade your sword with blacksmith near owl statue on Ice Mountain. By the Owl Statue on Ice Mountain is the blacksmith. After Goato is dead he can upgrade your sword for 100 rupees. If it vanishes upgrade again by beating Goato, completing the Dynamite Run and getting Gold Dust. Upgrade it with this. Warp forward in time if you are an impatient gamer!



After Death Mountain thaws go to the Outer Goron Village and jump down to the lower level. Find the newly revealed cave and talk to the massive Goron as Goron Link to get a barrel of Dynamite. Grab the Dynamite and race to the giant rock at the beginning of the rope bridge area. Place the bomb next to it to open the Goron Races. (You will have to throw the barrel up steep slopes and roll up after it).

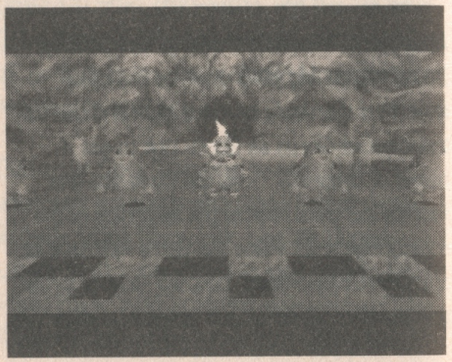
From now on you can buy Dynamite from the Big Goron for 100 rupees or from the Goron in the Bomb Shop of Clock Town for 50 rupees. If you have the money buy one now to save yourself some time. On the first day warp to the Owl Statue on Milk Road with a stick of Dynamite. Use the Dynamite on the big rock (which the man is trying to break through) to get to Romany Ranch. Talk to Romany, the little girl and say yes to her challenge. You need to pop ten balloons with arrows on Epona. Don't worry about the time limit. You will learn Epona's Song. Now you can call Epona from anywhere in Termina Field.



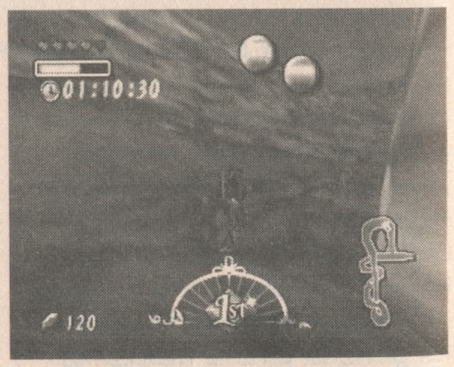
RANCHING AND RACING!

Visit Romany Ranch and help out a few ladies here before taking a trip to the races! Goron races, that is. Racing game fans, this is Miyamoto's present for you!

Wait until 2:00 AM and follow Homany into the barn. Exit. Soon see swarms of enemies. Defend the barn until 5:30 AM. This challenge is easier when riding Epona. The next day talk to Clymia and Romany in the barn. They will ask you to protect them on their delivery. Come back at 6:00 PM and talk to Clymia. Shoot the thieves with arrows and as a reward you will be given the Romany Mask.



After completing the Dynamite Run you will have access to the Goron Racetrack. Talk to the baby there, and you can participate in the race. If you found the Goato fight easy this should be no problem. The easiest way to win the race is to ram into the other Gorons. In the middle of the course is a small bridge. Knock as many Gorons off as possible to disqualify them.

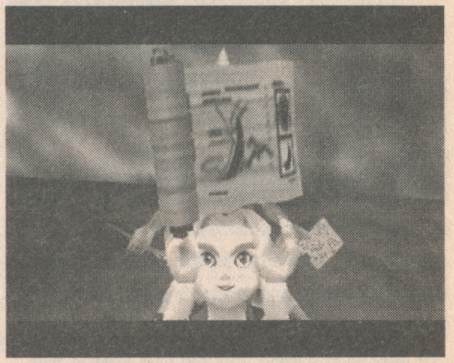


When you round the last corner, there is always one Goron ahead of you. It is vital that you have enough momentum to overtake him which means avoiding any other Gorons going into the final corner. If you fail do not worry as you can enter the race as many times as you like. When you win, you get another bottle filled with Gold Dust, which can be used to upgrade your sword.

MASKS AND WATERY WORLDS

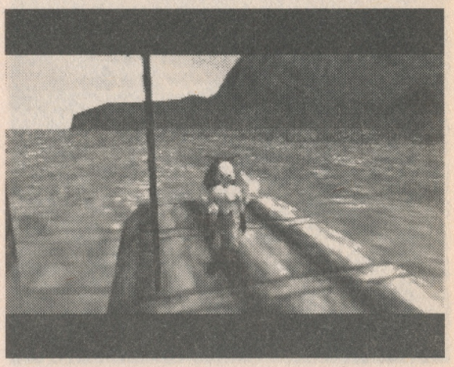
There's a lot to do here. Work hard to gain the Stone Corro and Zora Masks then meet Princess Ruto again. She's your key to getting into the next dungeon.

Buy a red potion from the shop in Clock Town. Take the east exit, use Ocarina to call Epona. Head into the mountain area. Jump any fences in your way and find the small circle of stones. Use the Lens of Truth and give the potion to the injured soldier to get the Stone Corro Mask, which will make you invisible to the Gerudos in the Lagoon.



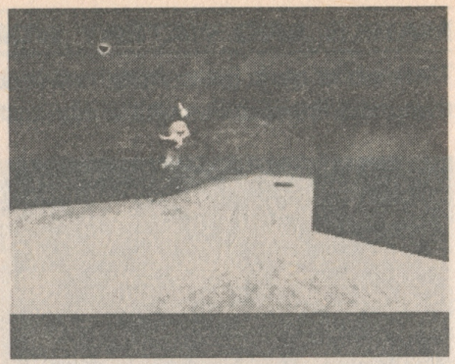
Watch out for the bird flying around Milk Road. that can steal your sword. If it does, either chase him down and kill him, or warp back to the beginning of day 1. Great Bay is a massive area so you will be needing a map. Take a trip to Milk Road and find the elf on a balloon near the massive rock blocking Romany Ranch. Shoot him down a buy a map from him.

Go down to the beach, trample enemies with Epona on your way to the Great Bay. Find seagulls. Swim to them to find a Zora. Talk and push him to the shore. Talk to him again and play the Song of Healing. The Zora will disappear leaving Link with the Zora Mask and some nifty swimming abilities.



As Zora Link swim out into the ocean to a building in the water. Use Zora swimming and jumping abilities to get onto the building's platform. Cut the Owl Statue and swim back to the bay. Watch out for water-based enemies such as the Skelefish. If you aren't careful they can rob you of a lot of energy.

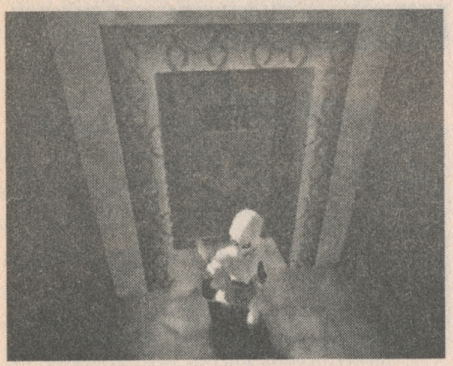
At beach find the tunnel that connects to the second area. Swim out to the giant fish tail. Dive underwater and swim through the arch. Enter Zora Hole. Your only task is to find the exit next to the shop, cut the Owl Statue and talk to Ruto as a Zora Link. Later after you get the Hookshot you can help the Zora Band practice to get a Heart Piece.



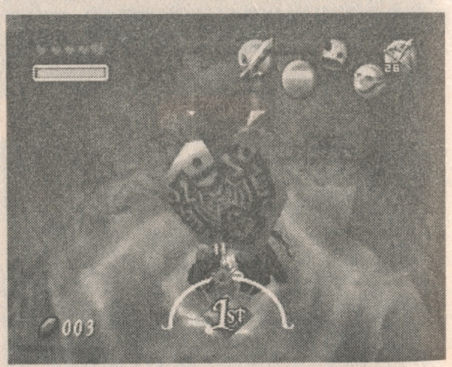
Go to the first map of Great Bay. Swim to the right of the Owl Statue and underwater to the northeast. Find wooden boards each with a skull and crossbones on. Ram into each board while swimming to find a tunnel that leads to the Gerudo Lagoon. Make sure that you have the Stone Corro Mask before you go any further or you will have a really hard time.

GERUDO LAGOON

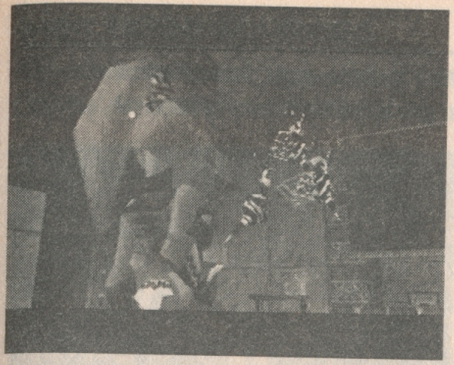
The first real test of Link's Zora mask skills awaits you. Watch out for those slimy underwater enemies!



Put on the Stone Corro Mask, swim to the right of the lagoon to a small ramp. Jump on the switch as Goron Link then into the water as Zora Link. Swim through the passage which opens. Push and pull blocks to get through. The wooden boards can be broken. Up the fountain and follow the current to the next area.



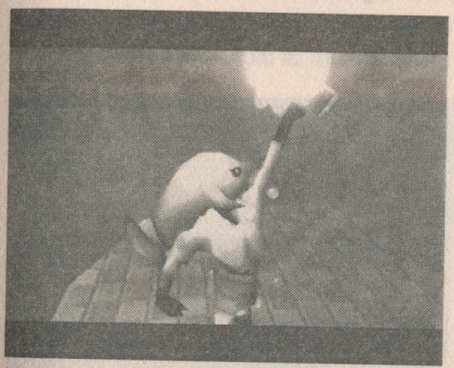
Up stairs Goron Punch the barrels and jump on the switch. Roll down to the cell for the Heart Piece. Smash the barrels on the ledge and hit the switch with an arrow. Swim to the gate that opened. Follow to reach another room. Hit the crystal switch then stand on the circular drain. Fire an arrow at the switch to propel you to another room.



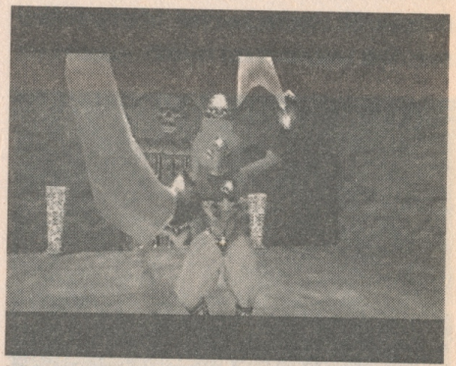
Find the metal plate by climbing the ladder. Fire an arrow at it. Exit. On to the inside of the fort. Put on the Stone Corro Mask and climb up the ladder in the centre. Walk across the bridge and enter the door. Shoot the beehive through the bars with an arrow to clear the Gerudos. Jump down and get the Hookshot. If you save here you can skip the whole trip through the sewers by using the Hookshot at the first switch at the entrance to the lagoon.

SAVE THE ~~SEALS~~! TADPOLES!

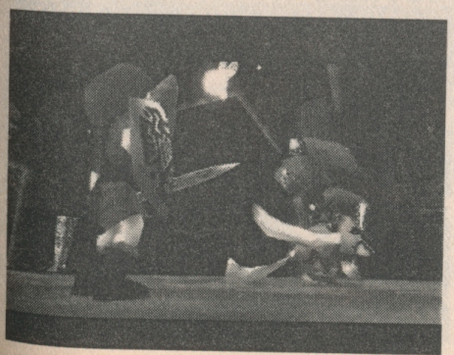
Conservationists throughout the world would be proud of Link, taking time out from saving Hyrule to rescue a baby frog or two!



Have at least 3 bottles before this. The first is in the tank in the Gerudo leader's room. Hook the plank above the tank. The next is in a room high above where you first entered. You need to Hookshot your way up there. A mini-boss is guarding the tadpole.



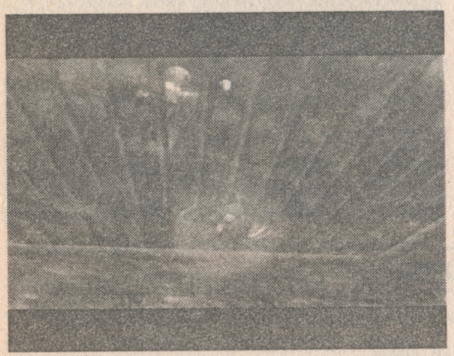
Mini-Boss: Gerudo Warrior. Use Kongo Sword and it's easy. In the next room is the tadpole. Go back out to the fort. Back in, Hookshot up to the next target and sneak past the guard. Run up the stairs in the next room for yet another mini-boss encounter.



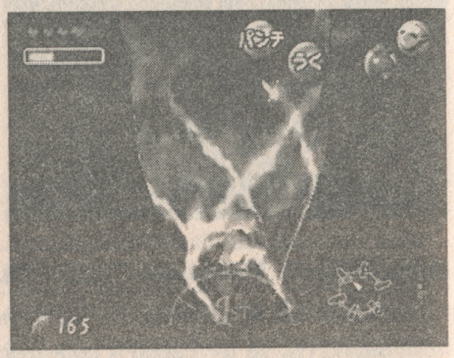
Mini-Boss: Gerudo Warrior. Use Kongo Sword. Get the tadpole in next room and exit. The last tadpole is in the back of the fortress with more Hookshot skills needed. Mini-Boss: Gerudo Warrior. This Gerudo can take the most damage out of all the mini-bosses. But it will still only take Link three slashes of the mighty Kongo sword! In the next room is the fourth tadpole.

GREAT BAY DUNGEON

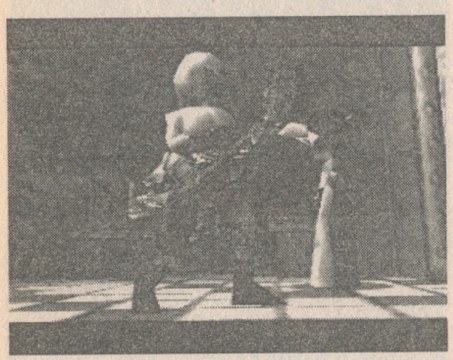
After battling a family of eels Link gets all the tadpole eggs. Now it's time to enter probably the trickiest dungeon in the game with a rock hard boss!



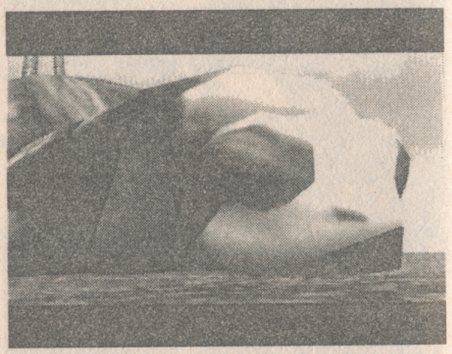
To Marine Lab in Great Bay. Drop off the tadpoles. Go outside, see two columns in the sea. Walk between them to find a maze.



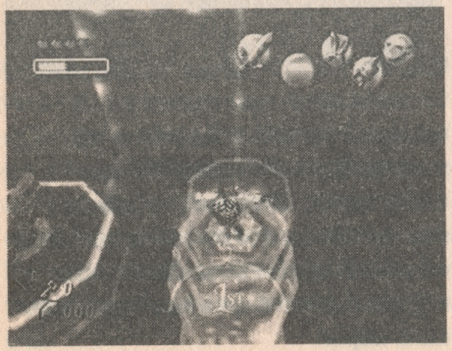
Follow signs to next area. Get to a massive crater. The last tadpoles are in the caves here. Defeat the eels as they swim towards you.



Drop off last tadpoles.Target Professor and talk. Turn into Zora Link and show him your guitar to learn the Bossanova of the Sea's Roar.



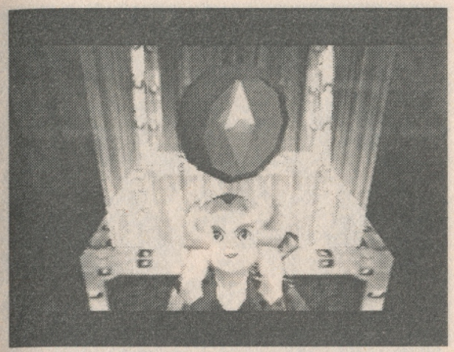
Warp to the Owl Statue at Zora Hole and play the Bossanova of the Sea's Roar in front of Ruto. Hookshot over to the palm trees on turtle's back to find the 3rd dungeon. Into door, then wate, right corner. Sink down to the underwater turnstile and pull it.



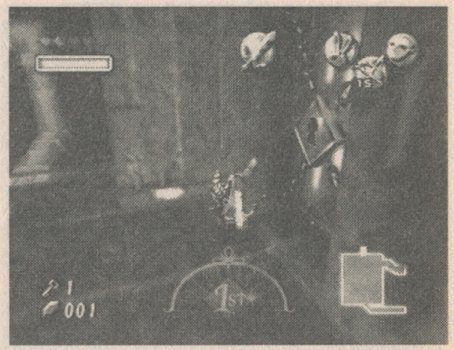
At entrance jump on right elevator. Jump on the fountain and on to the next hallway. Every major room can be reached from here. Dive down to enter the upper yellow corridor, follow it. Climb up to the red platform. Hookshot to the chest, get the Dungeon Map. Dive down and find the next corridor.

MINI BOSS MAYHEM

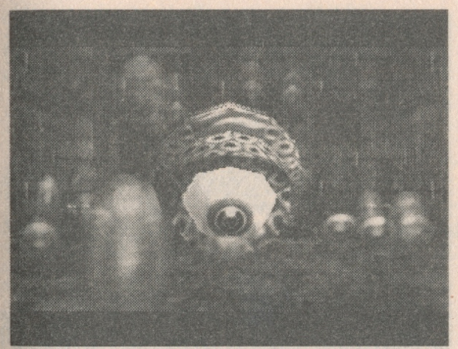
The cool boss battles start coming thick and furious now. Both Big-Eye and Gekkho are out for your blood! It's you or them Link!



Enter tunnel, on to next room. Enter door here. Hookshot over to the chest that contains the Compass.

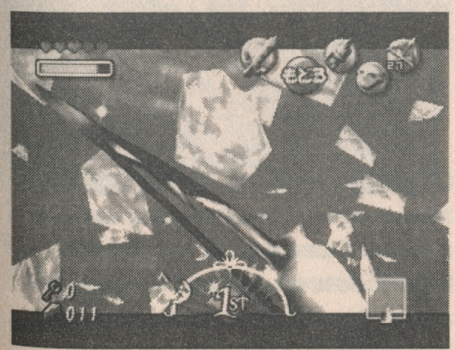


Dive down for chest and a small key, head back to central room, bottom passage. Climb up the red pipe, through two doors and look up.



Mini-Boss: Big-Eye. Use Fire Arrows or bombs on small blobs. When it charges, go in corner and slash eye. It dies. You get Ice Arrows.

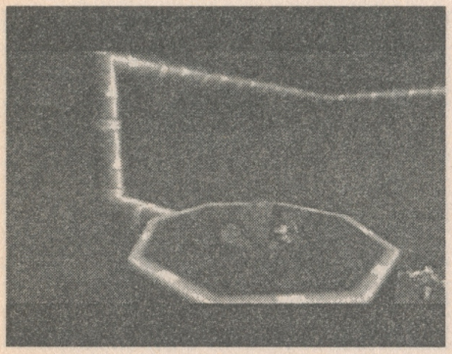
Go to Compass room. Use Ice Arrows to make platforms over to the door. Melt door with Fire Arrows. Mini-Boss: Gekkho. Slash him to make him call for help. This time however, he will try and suck you into a big green blob.



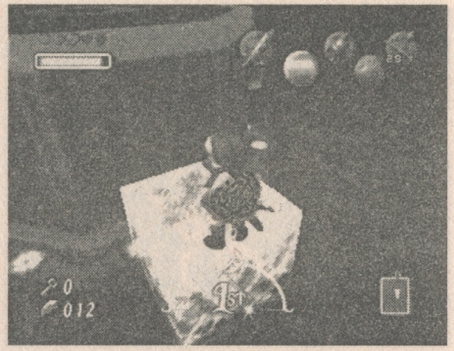
While the blob is on the ceiling, use an Ice Arrow to freeze it and make it shatter. Slash the boss to make him call for help again, and repeat the process. It takes only a few slashes before Gekkho is defeated. After killing him, get the Boss Key from the next room.

WATER WORRIES

Link's got his work cut out here, as well as turning loadsa items into ice, he must figure out how to reverse water flows and where in order to continue.

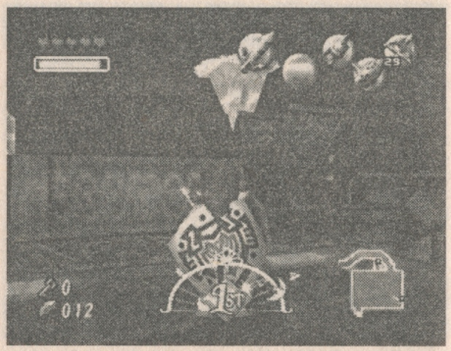


To central room and on blades. Ice waterfall, to ladder behind. Up to next room. Hook to barrel, on and pull switch. Back to Map room.

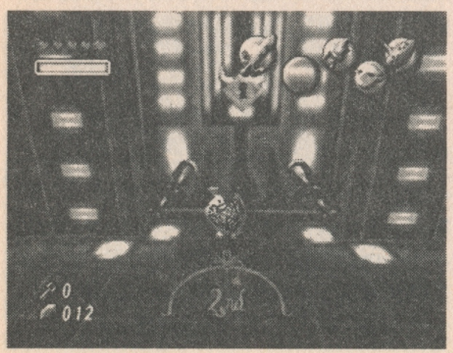


On to next door. Lure enemy to centre platform, freeze it. Jump on and hit switch. Use same tactic soon on. Back to first room.

Hook above right pump. Hit next switch. To yellow turnstile, pull it. Water in central room reverses. To central room,. bottom hallway.



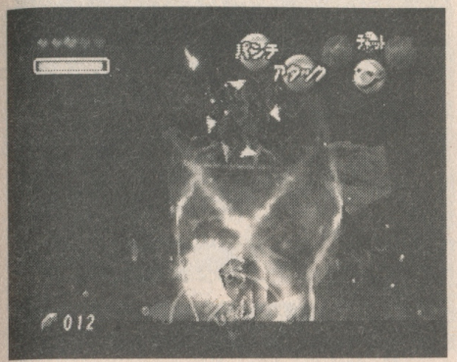
Up green pipe, pull switch. Into hall in central room that you couldn't before. Move onwards until you reach a waterfall and freeze it to stop blades from rotating. Time it so you line them with the platform you are on.



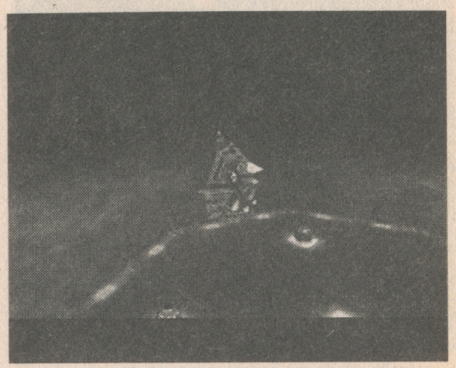
On blades to next room. Stand on furthest seesaw. Melt the ice on the ceiling above at other end. Repeat process. Pull the last turnstile. Go to the room with the green pipe and turnstile. Use water jet to jump to the Boss Door. Good luck!

BOSS: GRYORG

Big fish boss in a big watery dungeon. Go figure. Sadly, they don't make nets big enough for this kind of fish so Zora Link is going to have to get wet.



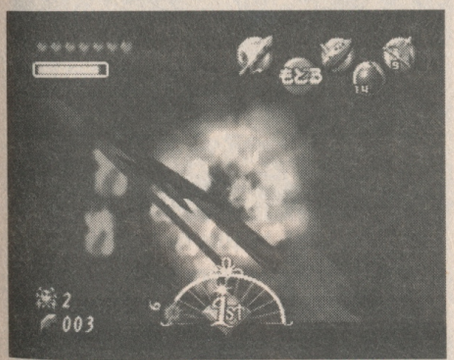
Boss: Gryorg. Use Zora Link's boomerang attack to stun him. Then quickly dive under and use Zora's Energy Force Field. Repeat process. When it tries to swallow you avoid it by swimming round the platform each time you hit him and try to stun him from behind.



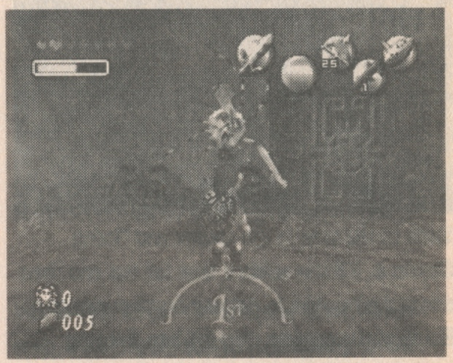
He also drops swarms of fish. When you finally defeat this boss you get the Gryorg Mask. Go to Milk Bar at 10PM. Wear Romany Mask. Talk to Zora there as normal Link to get music. Go on stage, find correct light. Play melody. Talk to Zora as Deku, go to stage, find correct light, play music. Do the same as Goron/Zora.

GETTING MASK OF TRUTH

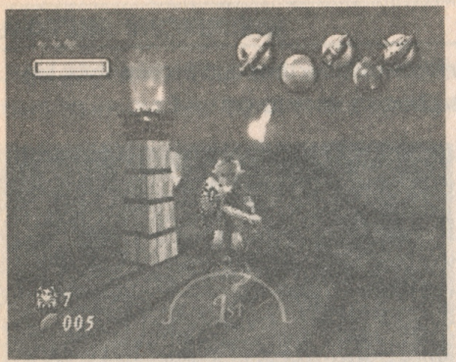
Hope Link isn't squeamish. He's gotta catch sixty spiderlike Skulltullas! He'll then get the Mask Of Truth that sees invisible items and through hidden walls.



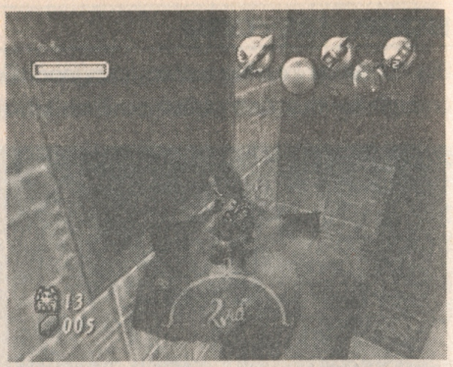
To house on first Great Bay area. Blow up wall and on. Find all thirty by burning cobwebs, use Hook to get far away spiders. Smash pots with Goron Link. Look upwards everywhere. Rush shelves, shoot pics and Hook false ceilings.



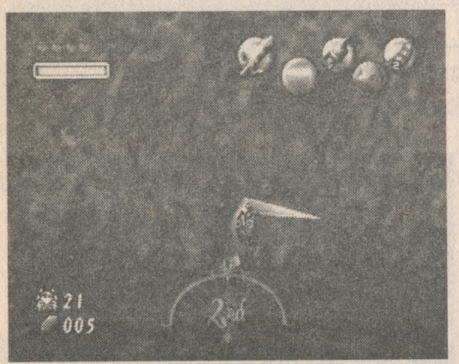
Near entrance to the Woodfall dungeon, burn web and into cave. Talk to man, collect all tokens. First is in a jar near you. Second in water below. Hook token on pillar. Bomb boulder for Bean Hole.



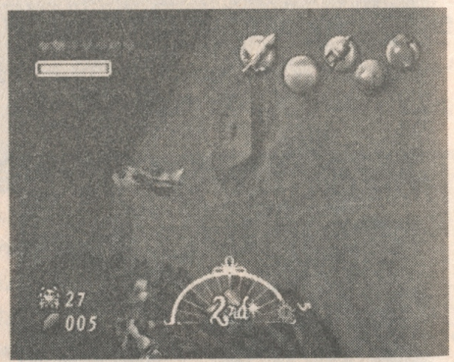
After destroying the boulder, plant a Magic Bean and water it. Ride the beanstalk and kill the spider. In the same room, climb the ladder and use the Bunny Mask to jump onto the pillar in the centre of the room to kill another spider.Goron Punch the boxes to get two more spiders. Climb the ladder on the sidewall and walk across the balcony. Find the spider behind the torch. Enter the door and look on each pillar to find another spider. Glide across the room and exit.



Hookshot the spider on the wall then launch to the ledge to the left. Hookshot the spider on the wall. Lift the stone and catch some bugs in a jar. Exit and hit the switch to reveal a ladder. Hookshot the spider on it. Hookshot the spider on the pillar and climb the ladder. Plant the magic bean and ride the stalk to get another spider. There is also a spider in a beehive on the ceiling. Use the stalk to get to the door.



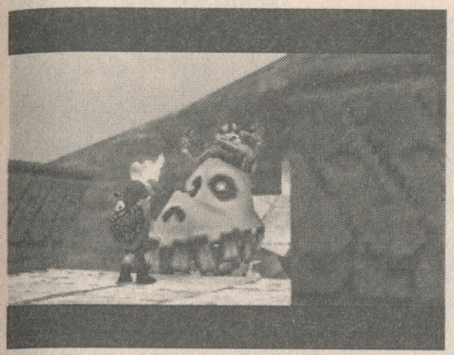
Walk to the tree in the centre and Goron Stomp it. Kill the spiders that fall out and then shoot the beehive to release another spider. Some of the spiders may fall into the long grass so don't forget to check it.Go to the room with the big pots. There is a spider in the set of jars in the corner. Slash the green plant covered wall behind the scared Deku to find a spider.



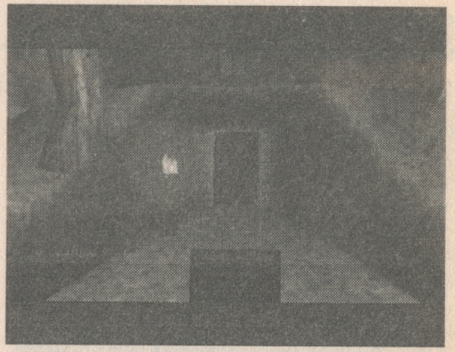
Wear Goron mask, hit pots for two more spiders. There are two more in the beehives. Three are hidden in the main room. Release bugs wherever you see a patch of soil on the wall. They are like Magic Beans planting spots. Go back to the cursed spider in the very first room now, who will be human again. Your reward is the Mask of Truth, which allows you to talk to Gossip Stones and Dogs.

TOMB RAIDING!

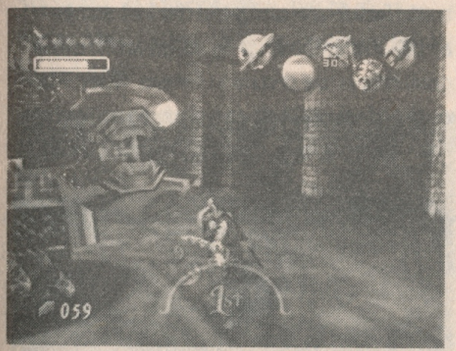
Lots to do here. Kill a giant skeleton for the Captain's mask, raid some tombs for the Song Of Storms and race on Epona for the Garo Mask. Up to the job?



To graveyard east of Town. At skeleton Play Sonata of Wakening. Chase boss, use arrows. Hit his shins with sword, get Captains Mask.



To graveyard, first area on first night. Wear Captain's Mask, talk to children. Leap across platforms, then light torches to open door.



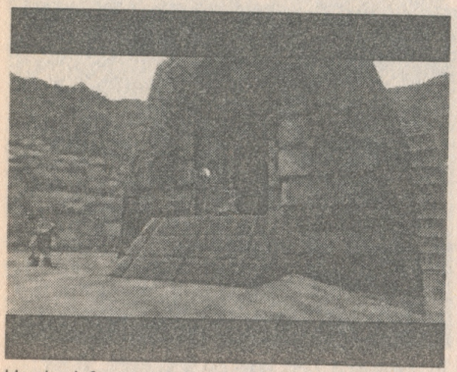
Boss: Iron Knuckle. Crouch behind your shield and smack his legs. After Z-Target the stone to learn the Song of Storms.

Find ranch on left of Milk Road. Ride Epona, talk to man, accept race challenge. Use only 2-3 carrotss at a time for good results. When you reach the final corner use every carrot available to you to spur Epona into a gallop.

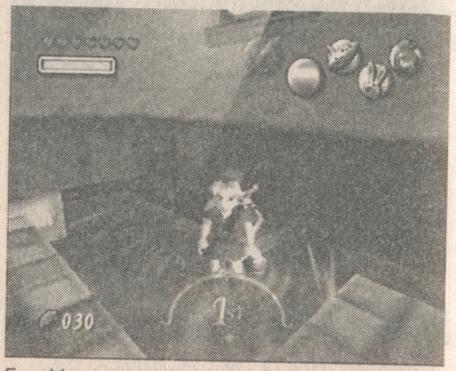
Win to get Mask. Go to Stone Corro Mask area. With mask, talk to man sitting on the cliff. Hookshot tree. and to Valley. Wear Garo Mask, along ledge to face boss. Garo- ignore ring of fire, just get in there with your sword. Back to first area, unfreeze friends, use them to step on. Hook up to Owl and cut it.

EKHANA QUESTS

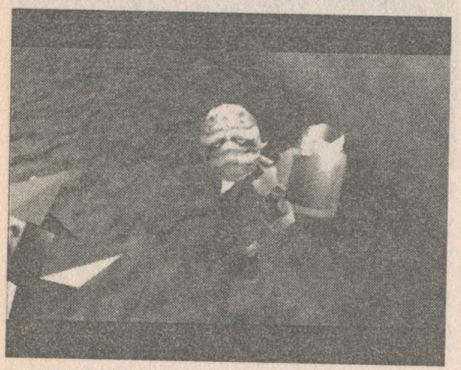
There's a water well in this area that's home to a family of ickle Gibdos. Trade with 'em to get the awesomely reflective Mirror Shield.



Up the left ramp, pass empty riverbed and into the cave. Make the Music House play music again. Go to it and open the door. If a girl kicks you out hide until she leaves then sneak in. Go to basement, open cupboard. A man in bandages will stumble out. Play the Song of Healing for him to receive the Mask of Gibdo, which lets you talk to Gibdos.



For this next section, bring Milk from the ranch where got the Garo Mask. 10 Deku Nuts, 5 Magic Beans, 10 Bombs, a fish in a bottle (which you can get in the Inn) and an empty bottle. Stock up on fairies and find the giant hole in the ground in Ekhana Valley. Put on the Mask of Gibdo and climb down the hole. Remember to keep the mask on at all times.



Find the first Gibdo to the right of the entrance and give him the Magic Beans. The next Gibdo wants the 10 Deku Nuts and the one after requires the 10 Bombs. Kill the Big Poe in the next room with arrows. When he dies, catch the flame he leaves behind in a bottle. Return to the Deku Nut Gibdo, and give the fish to the other Gibdo in the room.

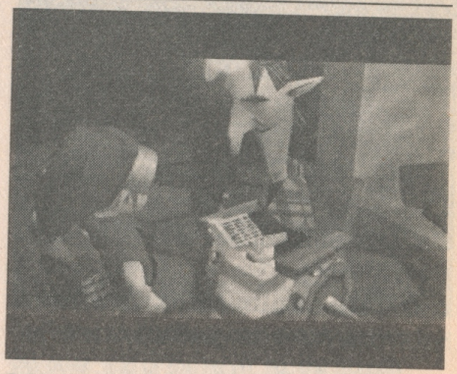
Run through the next area in order to avoid the falling enemies. Find the Gibdo and give him the Big Poe Flame. Run past the spiked obstacles in the next room. The last Gibdo wants the Milk. Give it to him to find a brightly lit room. Light all the torches with Fire Arrows to get the Mirror Shield. This is a good point to save.

KERFAY AND ANJYU

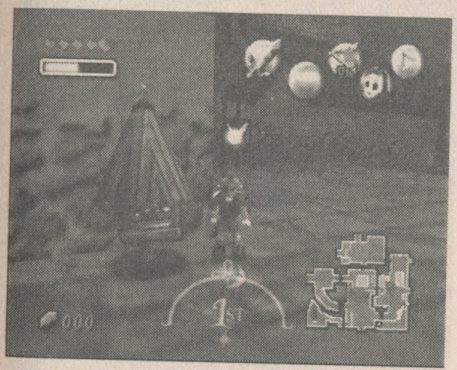
Here you'll decide the fate of Kerfay and Anjyu. This side quest will gain you 4 masks and another bottle. It will also add elements to the ending sequence when you complete the game.

DAY 1

10-12AM. To Mayor's office. talk to all for Kerfay Mask. To Inn. Wait for postman, talk to he and Anju.



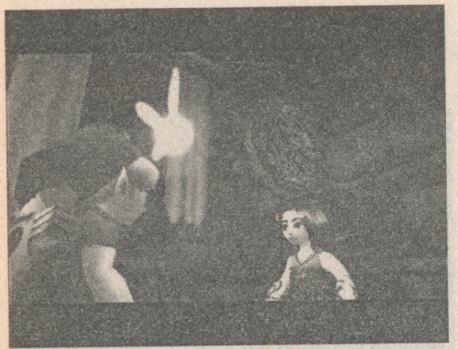
2:30-3:50 PM. Wear no mask, talk to Anju. Get Inn Key. Between 2-15 and 3-00 talk to Anju while wearing Mask Of Kerfay. You can talk to an old lady in the inn to warp ahead two hours if you like!



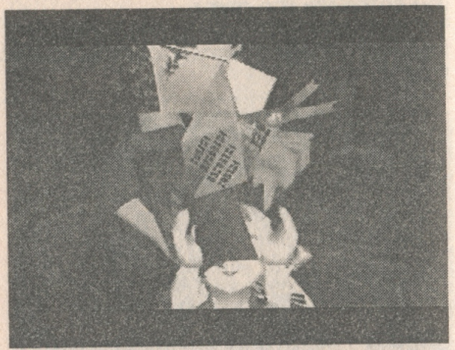
11:30 PM. Go to the kitchen. The last door to the right on the ground floor. Talk to Anjyu when she comes to receive the Mail for Kerfay. 12:00-6:00 AM. Leave inn and post the Mail for Kerfay in any of the letter boxes in Clock Town. Push A to open the letter box, then push the C button assigned to the mail to post it.

DAY TWO AND THREE

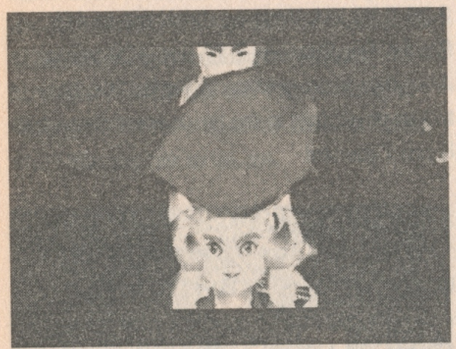
Two errands on day three. If you do one, make sure to warp back in time and start the errands again. One errrand will see you controlling Kerfay!



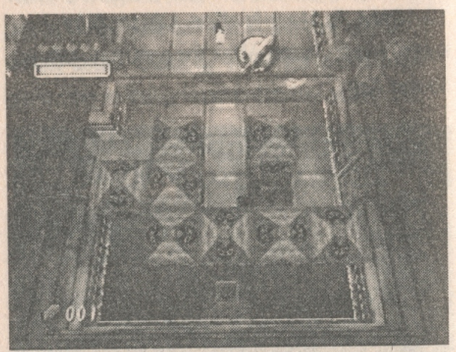
3PM. To Kerfay's House, wait for Postman. When talking enter and wait for Kerfay. Talk to him. 4-8:30 PM. To Inn give Pendant to Anjyu.



1-6PM. Talk to the Mani Shop owner inside place where you met Kerfay. Get Keaton Mask and Mail for Kerfay's mother. 1-6PM give mail.



Give Postman Mail. Follow and chat for Cap. 6-7PM Go to Ekhana where you fought Garo. Cross ledge to next area find Kerfay. Follow burglar into cave and through door.

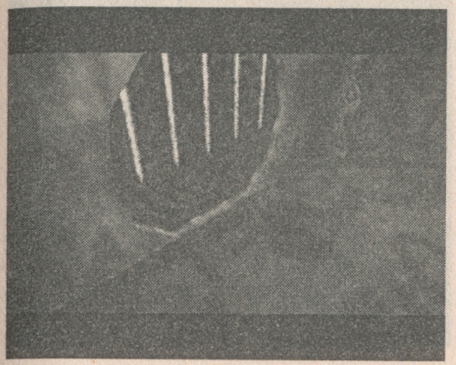


Link- step on switch. Kerfay- Push block, keep it on green switch. Link- into left room, defeat enemy. Kerfay- push right block down, centre one left. Then the centre block down and exit out through the right door.

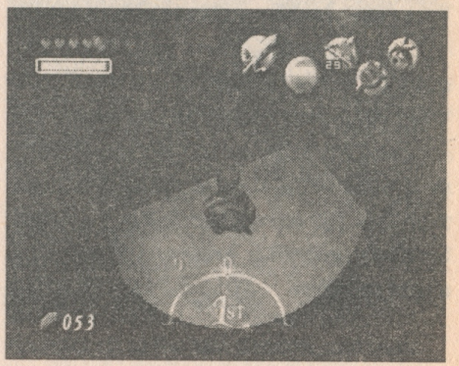
Link- Kill wolf to open door. Kerfay- On green switch. Link- Step on other switch. Kerfay- Get Sun Mask. 5AM. To 2nd floor of Inn, first door on right. Wait for Kerfay. Get the Mask of the Wedded Couple. Day 1, midnight. Stop the burglar in the Clock Town park. 10PM, 3rd day go to shop, pay 500 rupees.

EKHANA RUINS

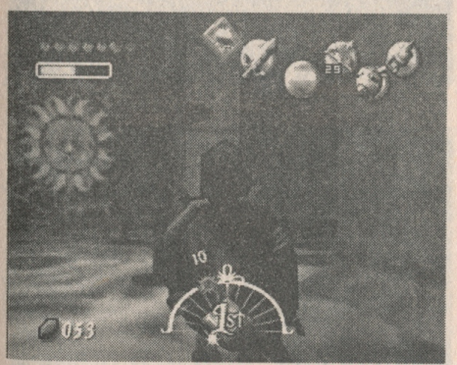
Getting into the Ekhana Ruins demands you use your Mirror Shield for the first time. You may as well then carry it permanently as there are enemies who hate sunlight all over the place.



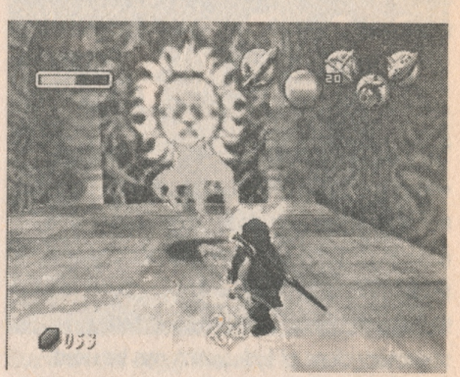
To Ekhana owl statue. On right is cave and crystal switch. Use Mirror to reflect light on to block. Enter the Ruins with the Mask of Gibdo on, and keep it on. Wearing the Mask of Gibdo will cause the ReDeads in the first room to start dancing, and ignore you. Melt the frozen eye on the left of the room with a Fire Arrow, and enter the door that opens.



As Deku Link hit the crystal switch and run to the other end of the room. Hit the second switch and use the Deku Flower to launch up to the pillar. Hit the switch and enter the door that unlocks. Launch to the switch on the left, and use the Lens of Truth to reveal an invisible platform. Kill the Big Skulltullas on the ceiling and make your way to the door.



Run past the enemies and up lue stairs. Jump onto the low wall when you reach the roof. Hit the switch. Jump down and enter the Ruins again. Now melt the eye on the right side Enter the door and you will fight another mini-boss. Don't worry if you are low on health as this particular mini-boss is a walkover.

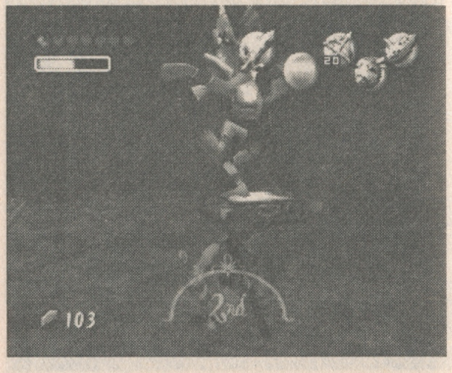


Stand under the light reflect light onto the Floormaster. When hit it will split into three smaller versions.Reflect light onto them again. After you beat the Floormaster, reflect light onto the Sun Block to make it vanish. Run past the ReDeads and enter the next room where you will encounter an old friend.

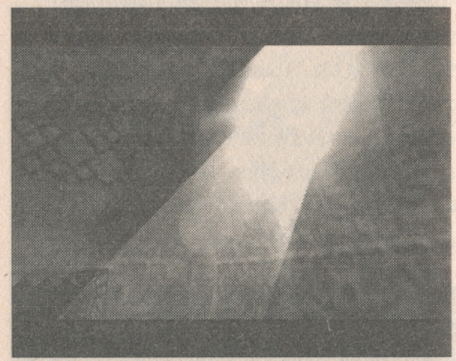
KING YIGORSE OF EKHANA

This fight is difficult if you cannot knock the King down in a spot where you can easily reflect light on him. If you do manage it however the King is another dead skeleton.

You can use the Mirror Shield to reflect his fireballs. Wait until he starts spinning then run up to him and hit him with his own fireball. When you beat him the exit will be revealed. Find the patch of ground with a green arrow point, and drop the Dynamite on it. Jump down the hole to find yourself back in the first room. Shine light on the Sun Switch and prepare for a boss encounter.



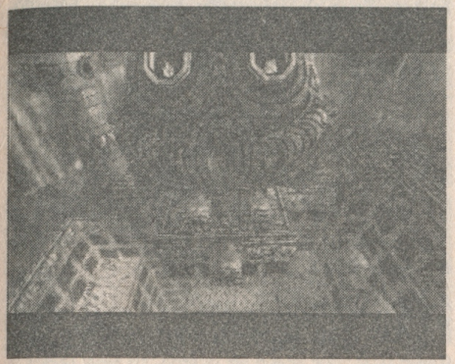
First burn the curtains blocking the windows with Fire Arrows. Your first fight is with two henchmen. When they fall to the ground, reflect light on them with the Mirror Shield. At this point you cannot attack the King. When they are defeated, the King will get up. You need to shine light on him to stun him, then slash him. When he falls, reflect light on him to kill him.



The King has three main attacks. His most dangerous attack is when his head flies around the arena. This is difficult to avoid, and when it connects, it will drain 2 hearts. When you defeat King Yigorse you will learn the Mekegara's Elegy, which lets you create a stationary clone of Link, which can be used when you are Goron, Zora, and Normal Link.

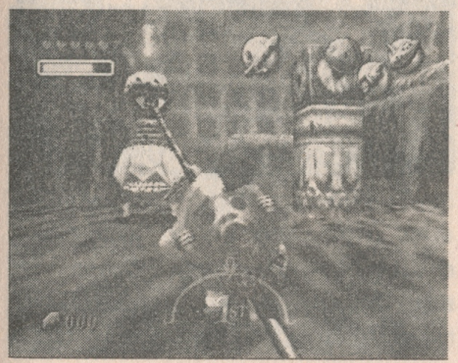
ONWARD AND UPWARDS

Before you take on the final dungeon Link must do a little mountain climbing up Rockville Cliff. An easy job using your Hookshot!



Head to Rockville Cliff,.northeast of Ekhana, next to the cave where you played the Song of Storms. Note how high the cliff is. You have to scale it! Jump across the first three blocks to reach a switch. Stand on the switch, and play the Mekegara's Elegy Song to make a clone of Link on the switch. This stops the switch from resetting.

Hookshot up to the next platform, and bomb the Beamos. Turn into Zora Link, and make a clone of him on the switch. Hook to the next platform, use Goron Link to make another clone on the switch. To another set of blocks. Turn back into regular Link and jump over them. You will reach three switches. Hit these to reset the blocks, which you will use later.

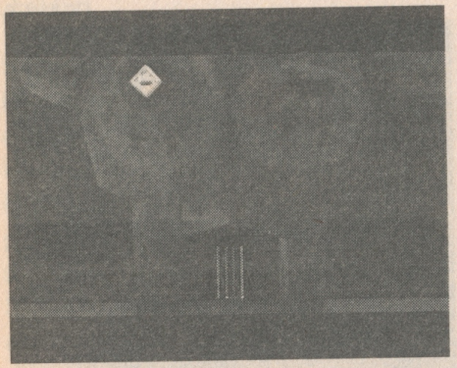


Hook to the next platform, clone yourself on the switch. Stand on top of the Hookshot post and Hookshot to the next platform. Create a clone on the switch. Hook to the ledge and clone. Cross the blocks, hit all the switches to reset the blocks. Hookshot to the next post, and make sure that you avoid the rolling rocks.

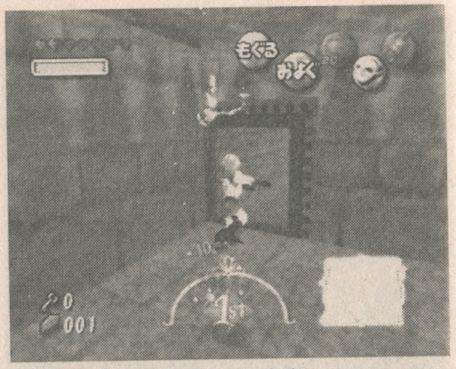
Stand on the edge, Hookshot to next platform. Now Hookshot to the highest ledge. Hit the Owl Statue. Make clones on the three switches. Complete this in the following order. Right, left, and then middle (when facing the entrance to the dungeon). Jump across the blocks to reach the 4th dungeon.

STONE TOWER DUNGEON

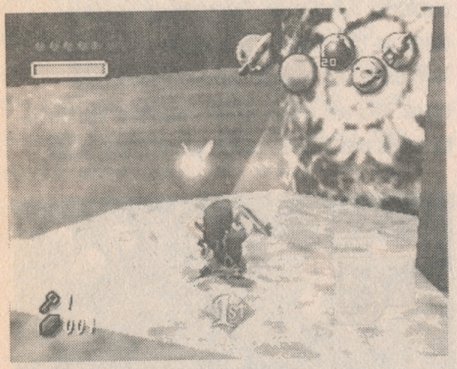
This dungeon is full of mirrors, but Link has no time to stand around and admire himself. Instead you must reflect light onto them to progress.



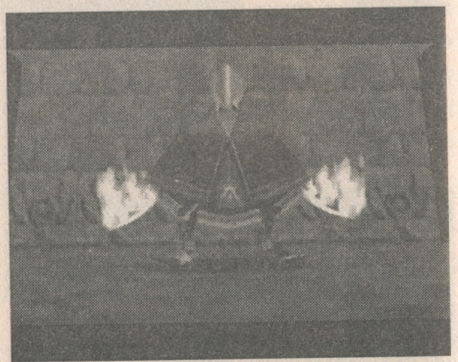
Wear Stone Corro Mask. In first room, shoot leye, through door. Clone on largest switch, then Zora and normal on others. Leave one.



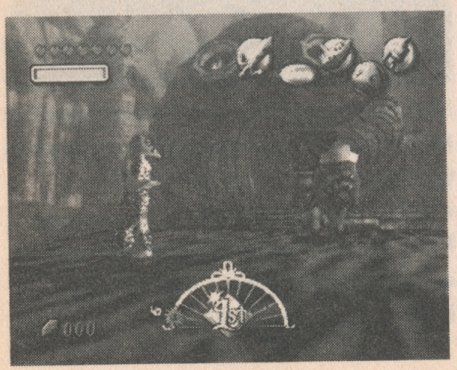
Bomb wall. Put crate on switch, to next room. Bomb square, down. Get Map. Kill statues for key. Open upstairs door. Swim across.



In big room, shine light on to mirro, then block for Compass. Carry on repeating task to exit.



Mini-Boss: Ghost of Garo. Let the ghost leap at you, jump out of the way and hit him. If he dissapears, he'll appear above. Dodge and slash. This is the only chance you have to hit him.as he blocks.Then you get Light Arrows.

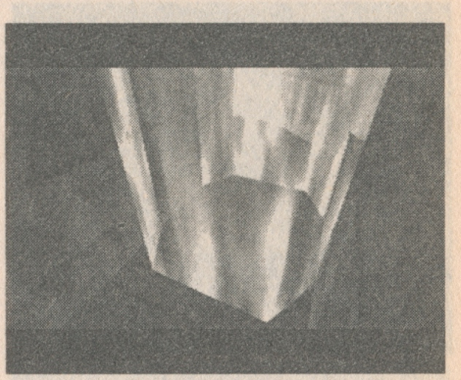


Mini-Boss: Eyegole. Lure him into attacking by running close, then retreat. Block and his eye will turn yellow, letting you shoot it with your Hookshot. The next room you reach is the first room. This is a good time to save. After saving restock on fairies and items and warp back to the Owl Statue.

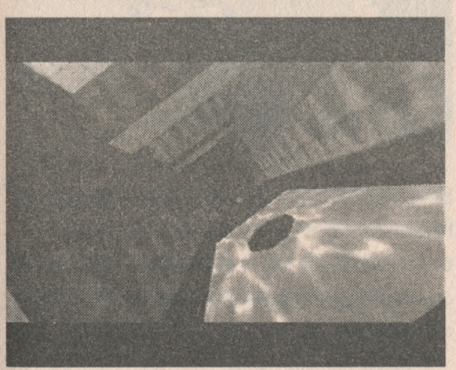
UPSIDE DOWN YOU'RE TURNING ME!

A reversed upside down dungeon can cause you a whole lot of problems. As soon as the puzzles are out of the way you have to fight Wizrobe - AGAIN!

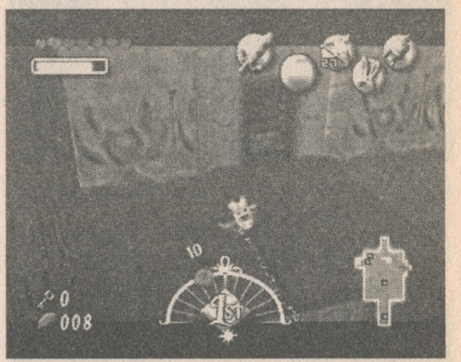
Reactivate the three blocks, jump to the final one. Fire a Light Arrow at red ruby on wall and watch the world flip. In this dungeon you will find DeathArmos. The only way to kill them is to shoot their shield with a Light Arrow to make them flip over. Then get near them so that they self-destruct. Wearing the Stone Corro Mask makes you invisible to them.



When you enter, take the door to the right. You will see a Sun Block, but you cannot reflect light at it. Instead, shoot a Light Arrow at the centre of it to make it disappear. As Deku Link use air current to launch to the walkway with the Metallicug on it. Kill it, and follow the passage until you find a switch. Hit it, then double back and open the chest to get a key.



Use other airhole to find platform with door. In and shoot an arrow at the ruby on the wall. Walk to the platform in the lava as Goron Link, shoot the ruby to reach the door, through. Shoot the gem, move the block so that when you reverse the room it will cover the switch on the floor. Reverse the room twice. When it is over the switch use it to jump to the door.



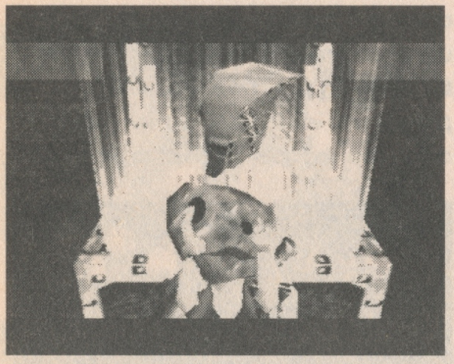
Mini-Boss: Wizrobe. Use the usual tractics. When he dies, Hook the chest, open it, and enter the door. Launch across the room, and enter the door. Hit the spikes with a few Hookshot bursts. They will explode when they touch another one. Launch to the platform they were guarding. Hookshot onto the chest above the next doorway.

TWIN-MOLD

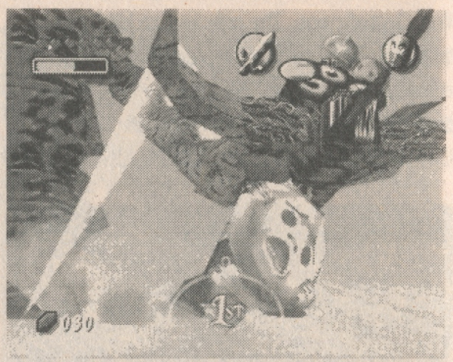
Wizrobe is gone. But Gomez is waiting! Let alone Twin-Mold, who is your final confrontation before Skull Kid himself!

Mini-Boss: Gomez. Use Bunny Hood. Shoot him with a Light Arrow, then slash him with your sword. Bats contain magic. get Boss Key.

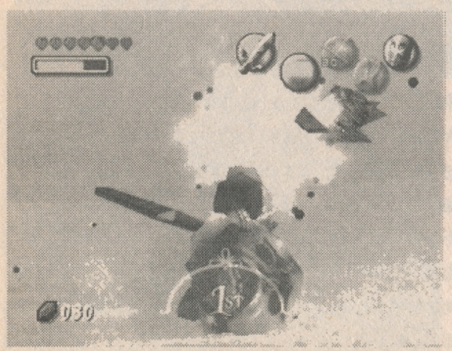
Back to Poes room, launch to the left. Place a clone on switch. To spikes room and into right door. Hit switch, hook to chest, follow path.



Mini-Boss: Eyegole. Reflect his laser, Hook eye when yellow. Through door, hit switch up to Boss Door. Have Giant Mask equipped.



Boss: Twin-Mold. Use Giant Mask. Attack their heads and tails. Don't hit any other part of their body. Don't worry about concentrating on one and then the other because your magic meter drains rapidly.



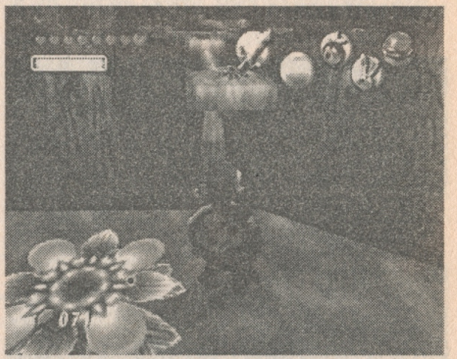
One final thing to remember is not to stand too close to where a Mold is burrowing as you will be sucked out. After both Molds are dead, pick up the Heart container and step onto the teleporter to receive the Mask of Twin-Mold. The Gibdos and ReDeads haunting Rockville Cliff and Ekhana Valley will disappear.

CLOCK TOWER REVISITED

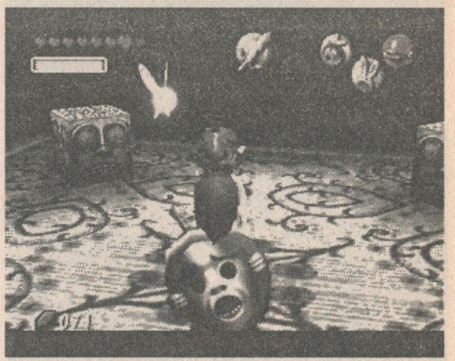
You have all the masks now, so you are ready to confront Skull Kid. Catch some fairies, stock up on all items, and bring a green magic potion for your final confrontation.

Enter the top of Clock Tower at midnight of the third day. Play Order to Vow - you'll be warped into the Moon. There are 5 kids here, 4 running around and one sitting in front of the tree. Ignore the child sitting down for now. Each of the other children is wearing the mask of Odolwa, Goato, Gryorg, and Twin-Mold. Each kid will warp you to a mini-dungeon by giving them a certain number of masks. Don't worry you'll get them back later.

Odolwa child.1 mask to get in, 1 to get out. This mini-dungeon consists of a Deku Launchers spread around the room. Two Launchers are on the spinning propeller at the centre of the room. When you reach the propeller, aim for the yellow launcher, and dig in as soon as you reach it, or you will be knocked into the bottomless pit with a spinning spiked bar.

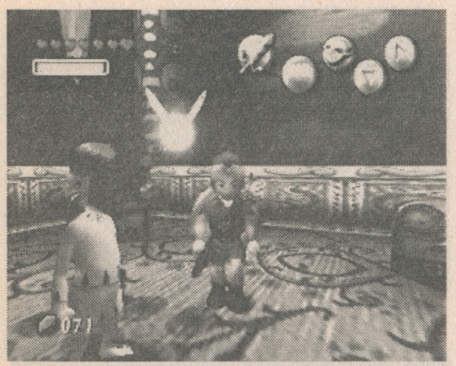


You can either launch to the right corner of the room for a Heart Piece, or to the left to reach the child that brought you here. Give him a mask to get out.Goato child. 2 masks to get in, 2 to get out. This mini dungeon consists of ramps and chests. As Goron Link roll straight ahead until you hit the ramp. If you roll perfectly down the middle, you can let go of the Control Stick. You will bounce off the chests, leading you to the next ramp. When you get to the area with two magic pots, stop, and explore on foot. To reach the child you have to roll over a gap towards a door surrounded by icicles

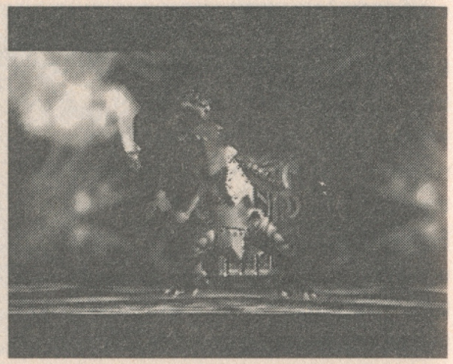


JUDGEMENT DAY

This is the final big battle and the fate of Hyrule depends on Link. Savour this gameplay, it's the last home console Link battle you'll have until the GameCube!



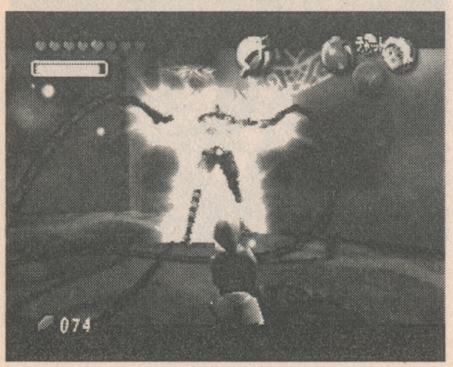
Gryorg child. Swim as Zora Link. Take the first left, then the second right. Take the next right to get to the kid.



Twin-Mold child. In the Iron Knuckle room, use Bombchu on cracked wall. Same again on next ceiling. Shoot eye switch, find kid.

Talk to last child for Oni Link Mask. Step forward in the room wearing the mask.

Majora's Mask. First phase easy. In no time at all you will face its second form, Incarnation..Z-Target him and hit him with your sword. Try closing your eyes and see how quickly he turns into his final form.



Majora's Magic Sorcerer. Not a hard boss at all, just be nifty with your sword. After the end sequence your game will be saved. You will have ALL the masks including the Oni Link Mask, and if you revisit the bosses you have already defeated you can use the Oni Link Mask on them as well. Well done!

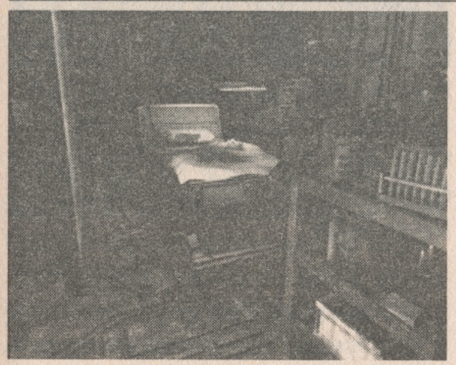
DINO CRISIS 2

JUNGLE

Your journey begins in a small compound. Go through the door you've just cleared of vines for your first Raptor encounter. It's then a matter of moving through the jungle to reach the water tower

Only one way to go here, through the door and to the military facility. Think you're safe? Think again - the T Rex has returned to wreak his revenge. You won't be able to kill it so climb the ladder behind you, walk the platform and jump down on the other side. There's another ladder in front of you so scale it and jump off the other end of the platform

MILITARY FACILITY 1

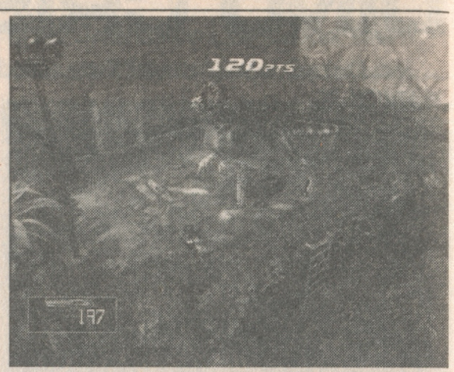


Run inside the door to the Military Facility and pick up the Key Plate from the bed in the medical room. There's a save and buy terminal in here too

Go back out to the T Rex and run to the Hardware Storage room. It's on your left, run fast. Open the storage space at the end of the room to get the Research Facility Keycard. Oops, you're locked in! Don't worry, there's a woman around to sort everything out

RESEARCH FACILITY 1

As Regina, travel south to the Research Facility, ignoring the door to the Poison Plant Area. When you get there you'll be greeted by a less than friendly Allosaurus

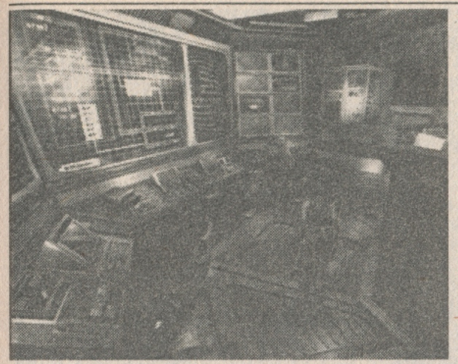


If you want to kill it, shoot it until it turns to the side and then you'll be able to injure it. Keep moving and shooting and it shouldn't take too long

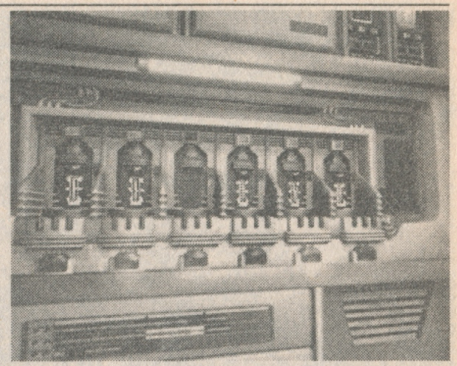
In the Research Facility you'll find many a Raptor. Go through the door that's not covered in vines and you can buy a Flame Launcher or Firewall from the terminal. The Flame Launcher's the better choice

Enter the Poison Plant area through the jungle door you passed earlier. Burn the plants, taking care to stand far enough away. You can now make it to the water tower, then the Military Facility

MILITARY FACILITY 2



Pass through the swarms of Pteranodon that have replaced the T Rex and enter the Hardware Storage area where Dylan's trapped. Pick up the Key Plate he's slid out to you. Now enter the other part of the facility and open the locked door to the south with your stun gun. You'll find yourself in the Control Room



At the back of the room there's a selection of coloured Key Plates. Replace the Key Plate and take the blue one out. Now you can free big dumb Dylan. Uh oh, your ship's missing vital parts

RESEARCH FACILITY 2

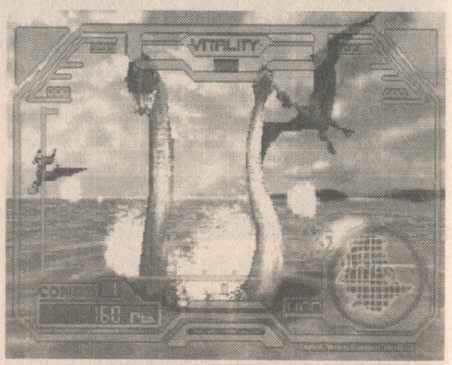
Leave the ship and exit the dock area. Kill the Allosaurus here if you like. You need to head to the Research Facility and break through the vines over the door with your machete

It's time for your first encounter with Oviraptors. See them off then use your Research Facility Keycard on the door panel and enter the rest of the Facility. Shut all the ventilation shaft holes you find into the Research Lounge, except one - it doesn't matter which. Now you can go to the southernmost door and use the Research Facility Keycard

RESEARCH FACILITY 3

Oh dear, that pesky Compy has stolen your shiny card. You'll never be able to catch it so don't even try. When he hides amongst the vines, a glimmer from the card will give it away

You have to chase him into the Research Lounge through the one open vent. Once he's inside, close the vent and guide him into the open cage. He'll give you the card, and a dino file too

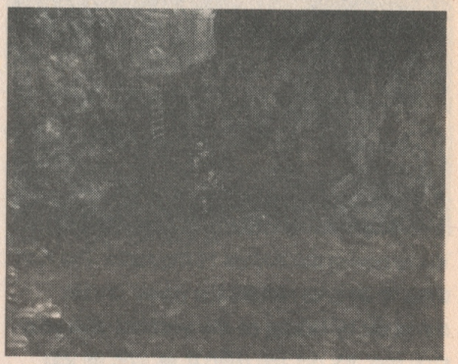


Use the key card on the lock again, and you'll find a useful piece of equipment for your boat. So head back to the dock and set sail for the Third Energy Facility. Blast those dinos out of the water

THIRD ENERGY FACILITY 1

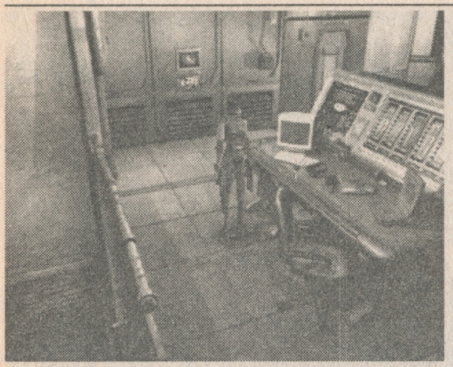
When you reach the other end you'll be in control of Regina. If you buy the twin machine guns, blasting the Plesiosaurs is easy and will give you many points. Try not to get hit even once for a massive bonuses

Avoid the Pteranodons on the dock and pick up the files on the body of the soldier through the next door. You need to find a key to progress further into the Third Energy Facility

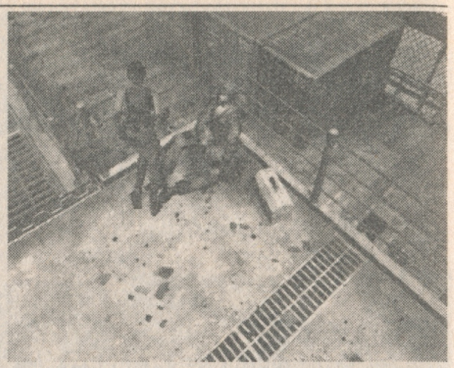


It's in the waterfall in the jungle, back across the water. There's no dinos to blast on the way back so there's no problem finding it. It will float out when you stand next to the waterfall

THIRD ENERGY FACILITY 2

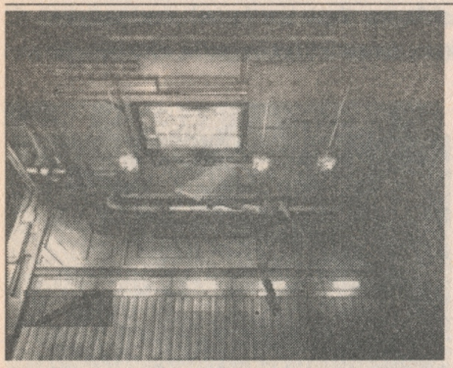


Once you have the key, return to the Third Energy Facility and unlock the last door. It'll lead to more Plesiosaurs and eventually a boat. Go past it, and upstairs to the control room. Here you'll find a dino file and the key to the box on the boat. Run back down to the boat and open the box. Inside you'll find a code that'll access the elevator in the control room



Before you can go down the elevator, you'll need to enter the other door in the control room. This leads to a corpse with an ID card. Use it with the code on the lift and down you'll go

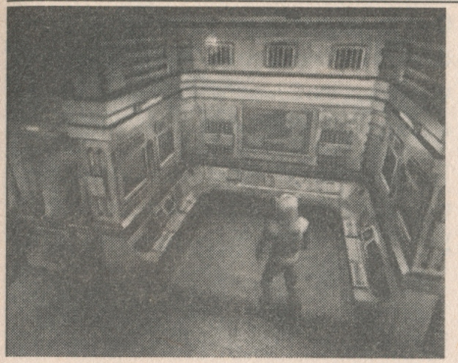
UNDER THE GROUND



You're now in the bowels of the earth. The first thing to do is to restart the power on the computer by flicking all the switches with your stun gun. It's not too difficult as long as you stay in the centre of the lights and try to hit two switches at once when you can. Miss one switch and you'll have to start again

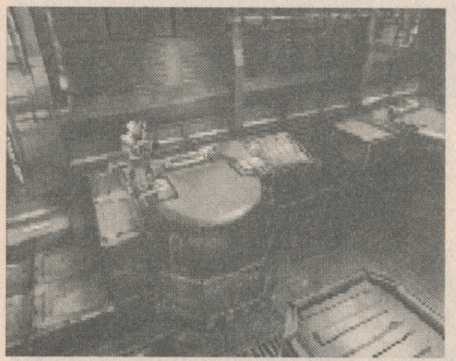
Now you can get the diving suit out of the machine. At last you'll be able to head deep under water, into the mysterious Third Energy Reactor. Are you scared yet?

THIRD ENERGY REACTOR 1

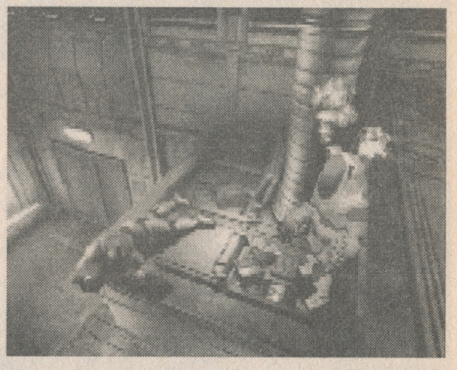


There's only one way to go in the spooky underwater level. When you reach the first save point, look behind you. You've probably missed the huge control computer in the nearby alcove

Buy the underwater grenade if you can afford it now. If not, it's time to go on a mosasaurus killing spree. Once you have it, head to the set of double doors in the last large room

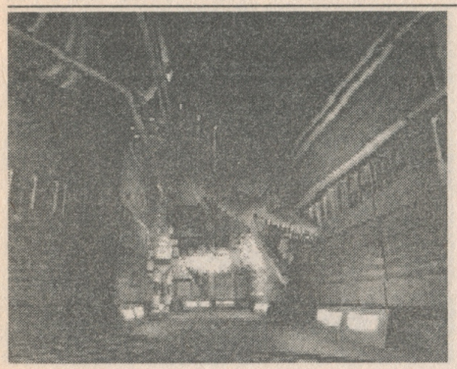


Don't go through them yet - jump up on the platform and follow the walkway round, looking out for Mosasaurs on the way. You'll reach a damaged platform, so blow it up with a grenade and enter the doors



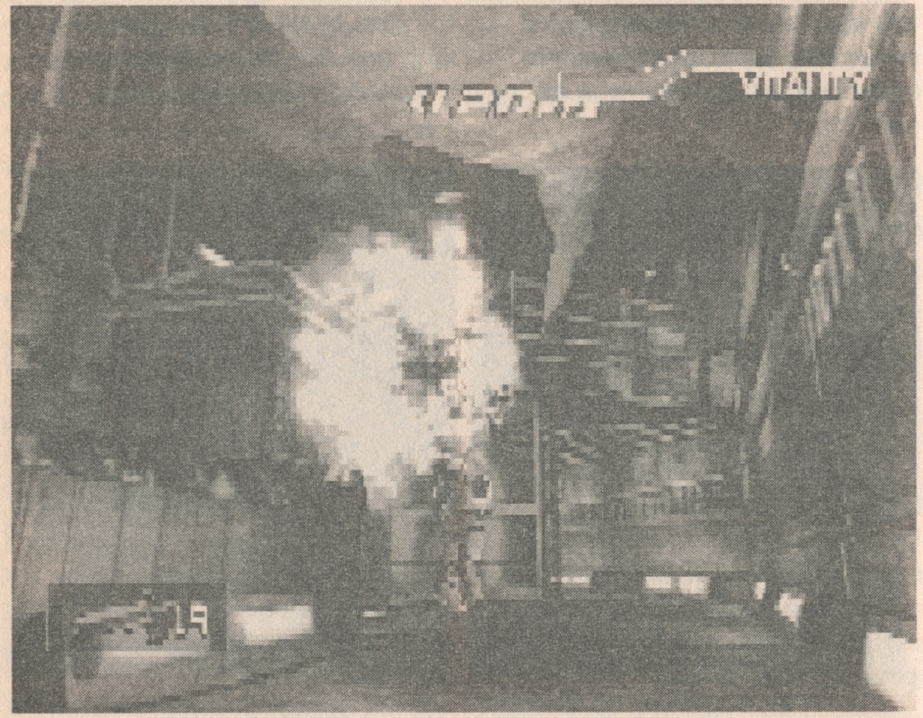
Switch on the elevator and head across to the high platform in the other room. The shutter plug is by the dead engineer. Now you can head back to the control computer and use the plug to open the shutter

THIRD ENERGY REACTOR 2



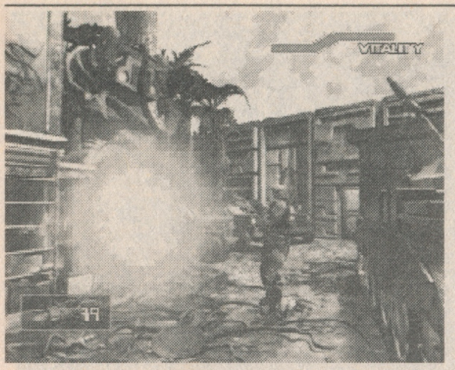
Once the shutter's open, go back to the double doors in the largest room. You can use the lift, then collect the Edward City Key Card from the corpse

The only way to go now is down. Descend to the main reactor area itself. A certain fishy beast is not too keen on you being here



Destroy the Plesiosaurus by targeting grenades at its soft underbelly. Use the recovery items on the platforms if you're in danger. When it's dead, the way out is up, past the platforms

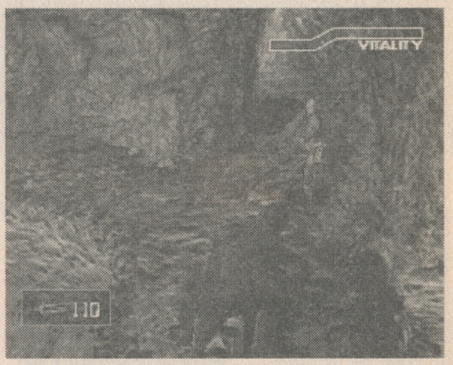
AREAWAY



When you've dealt with all the monsters that swarm around you, you should have enough EP to buy the Chain Mine. If you don't have the Anti-Tank Rifle now might be a good time to invest

Go through the vine-covered door and you'll meet up with Regina again. Follow the yellow marks to a cave entrance blocked by a boulder. Use the Chain Mine to get rid of it and proceed inside

The Inostrancevia inside are hard as nails, so use the Chain Mine to knock them on their backs and then clobber them. Once you've scaled two ladders, you'll reach a fork in the road



Take the right path and you'll find another mark. Go down another ladder and blow up the boulder on the left to make it to another save point, and the way out too

EDWARD CITY

It's now time for a dangerous sub-game. Use the flare gun to show your partner where to shoot. Instead of firing the gun then waiting around, fire it where you are and try to lead the Allosaurs back round

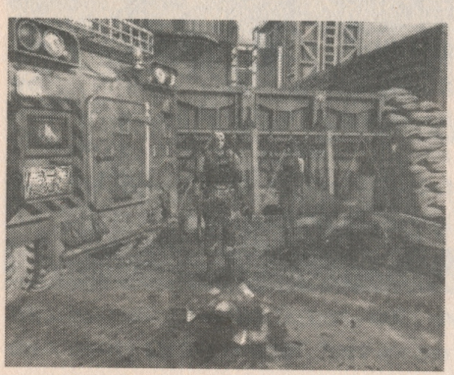
Don't forget that you still have use of your own gun. Use it to put off the dinos and push them into the firing zone. You'll also need to use the Flare Gun to get your partner to blow up those large blue crates

At Edward City you'll be charged by a furious Triceratops. The gist of the fight's the same as the sea battle earlier. Watch out when one of the dinos breaks off into the undergrowth. It'll reappear right next to your car

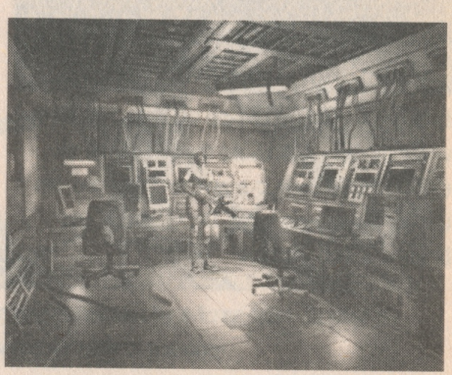
When you make it through, you'll end up in a walled area. Pick up the Living Quarters Key from the shop, and go through the door in the wall

MISSILE SILO 1

It's you in a tank versus the T Rex! The shoulder buttons control the turret and the action button fires the gun. If you have trouble controlling the tank and the turret, point the turret backwards. That's the direction you'll be firing

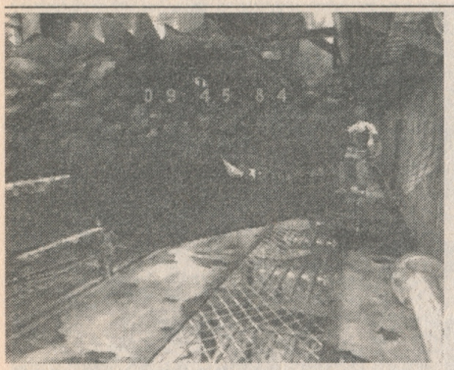


When you reach safety, pick up the Gas Mask. You can now go back across the sea and into the jungle again. There's a ladder in the Poison Zone to go down which will lead to the Missile Silo

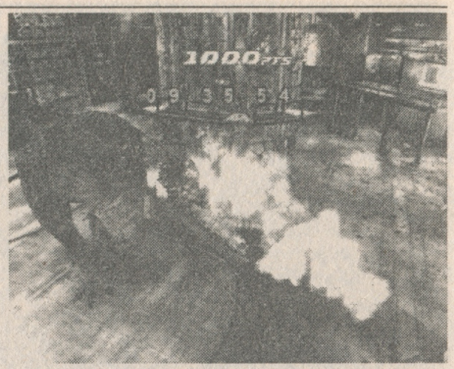


Fight through the crowds of Raptors and go down the stairs to the Missile Silo's computer room. The information you've been searching for is in one of the computers

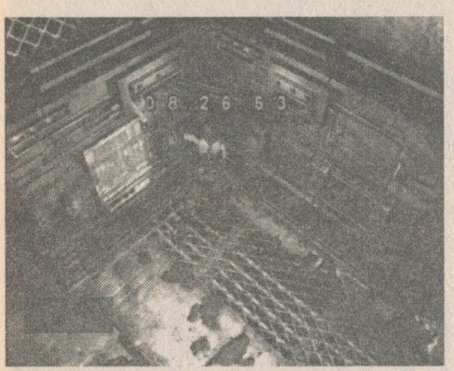
MISSILE SILO 2



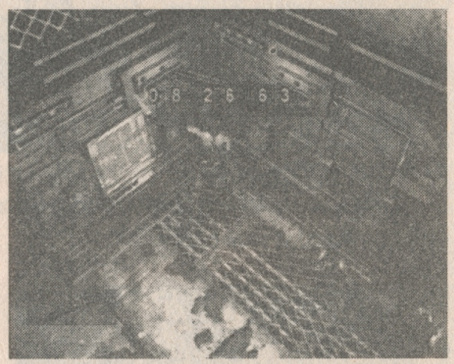
The full might of the Giganatosaur is unleashed on you. When you're knocked down, hammer the buttons to get up or you'll suffer a nasty fate.



Use your Stun Gun on the gas outlets after you've switched them on and you'll spray the dino's head with fire. As the outlets take time to recharge, move from one to the other or it will recover and attack again.



Once you've killed it, swipe the switches with your stun gun to activate the bridge. At the end of the walkway is a control panel you can use to find the warhead. Deactivate it and breathe a sigh of relief!

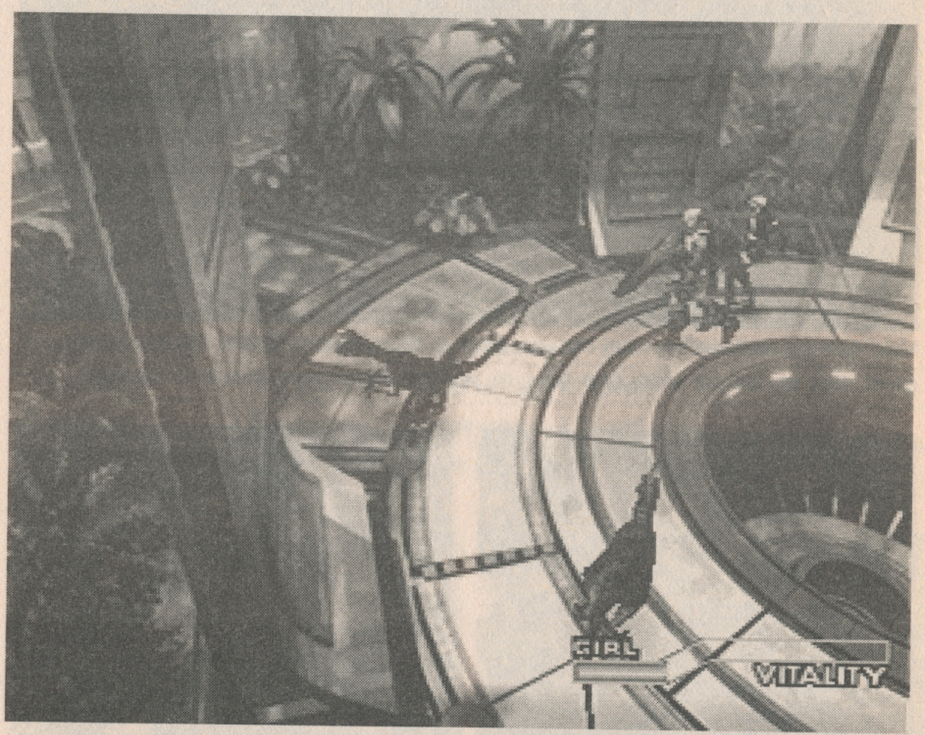


Now charge up your Chainmine as you're assaulted by Inostrancevia. If you can afford heavy weaponry you should buy it, or face a long slog to the outside world

WATERGATE

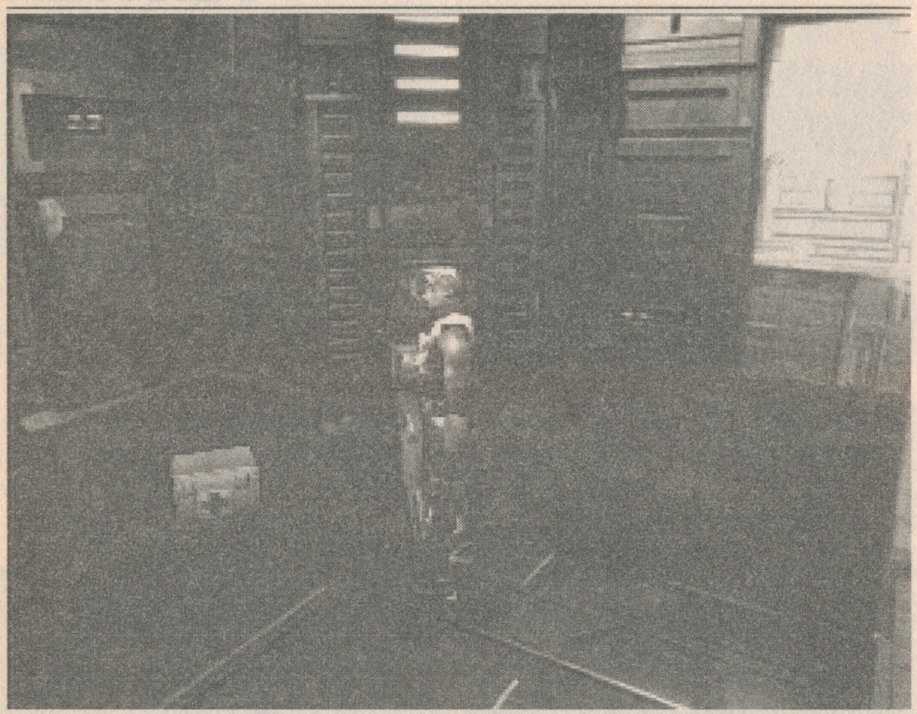
David's trying to fix the gate, so keep those Raptors off his back. Hit them in the head to make them fall into the water, and get the ones on David's level first

Poor old Dylan ends up washed on a beach. Now you have to protect the young girl as she escorts you back to her place. If she dies it's game over, so stay close to her

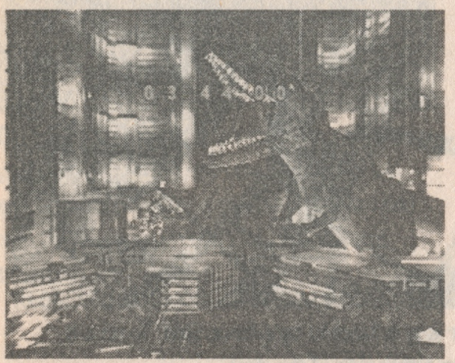


When you reach the Habitat Support Facility, your way is blocked by a force field. To shut it down, destroy the four switches. There are two on either side of the door

FINAL BOSS



Make sure you save and buy many recovery items at the save point. It's the last one in the game. After you find out what's been going on, you'll be able to move through the doorway.



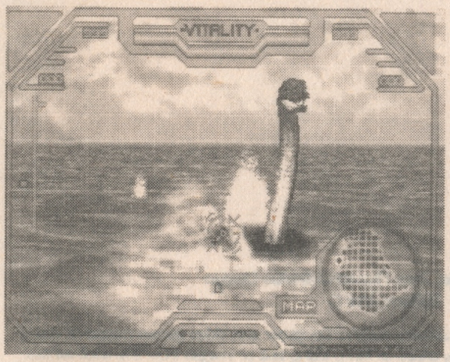
Something's wrong - and the Giganatosaurus is back. Run down the bridge or you'll be instantly killed. If you survive, you need to activate the two consoles at either end of the walkway.

Return to the main computer to trigger the deadly satellite blast. Once you've killed the dino you can run to safety - and a final ending for the story!

DINO FILE LOCATIONS

Pick up all eleven dino files and you'll be rewarded with the Platinum EPS card. This means unlimited ammo when you play the game again!

DINO	LOCATION
Velociraptor	The Water Tower
T-Rex	The first room of the military facility
Allosaurus	The corpse at Regina's entrance to the jungle
Compy	The compy's cage in the Research Facility, after you trap it
Pteranodon	Near the truck outside the 3rd Energy Facility
Mosasaurus	The control room before Regina goes underwater
Plesiosaurus	Near the corpse past the shutters underwater
Inostrancevia	At the entrance to Areaway
Triceratops	The last Save/Shop area in Areaway
Oviraptor	The corpse near the jeep in Edward City
Giganotosaurus	On computer where you get the Third Energy Data Disc



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